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THE MANY WORLDS OF MARIO

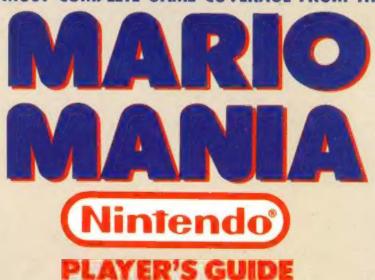
Welcome to the many worlds of Mario. In this book you will have a chance to learn all about Nintendo's world-famous video game hero: how he got his start (he wasn't always the hero), what makes him so appealing to all ages and nationalities. After an exploration of Mario the character, we turn to an in-depth look at Mario's latest and most extraordinary video game—Super Mario World for the Super NES.

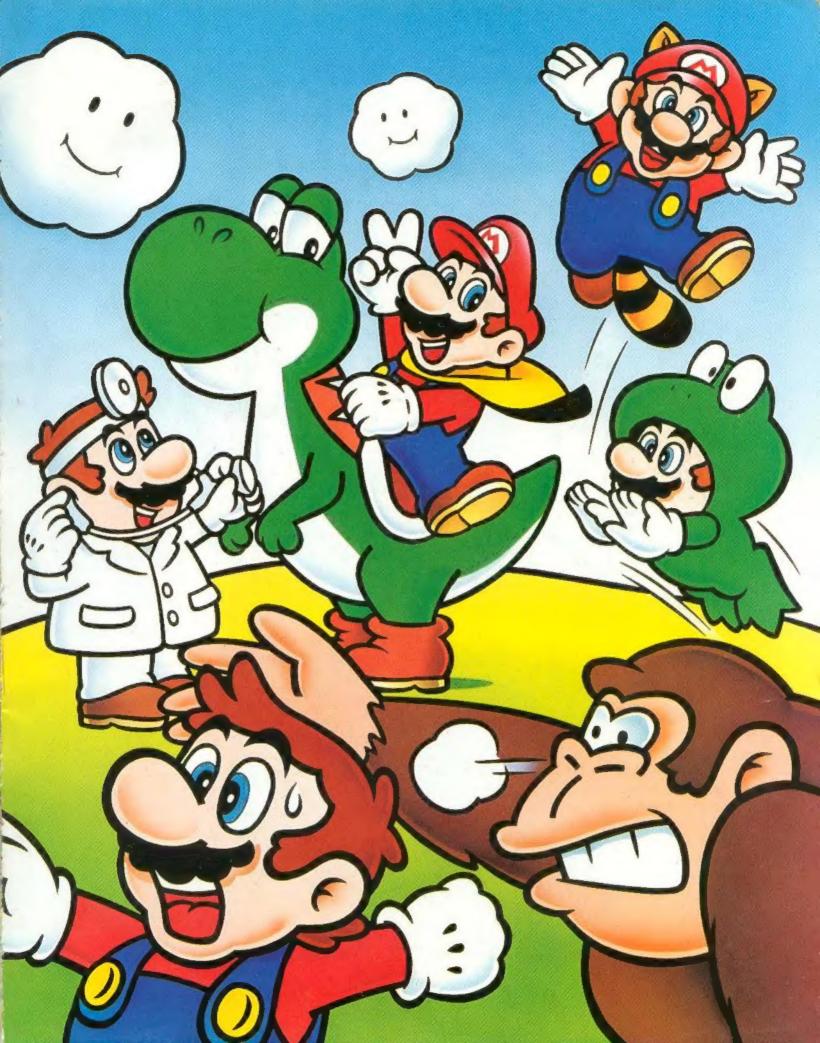
Why report on a video game character? We think there are several excellent reasons. Video games are a phenomenon of our time, and the characters who inhabit our favorite games become part of our culture. Mario is the best example of how popular a video game character can become. The Brooklyn plumber with the funny mustache is fondly recognized around the world. Part of that popularity comes from the excellence of the games in which Mario appears, but some of it is because of his character—that of a feisty but determined fellow who might stomp a meddling Koopa but would never hurt an innocent flea.

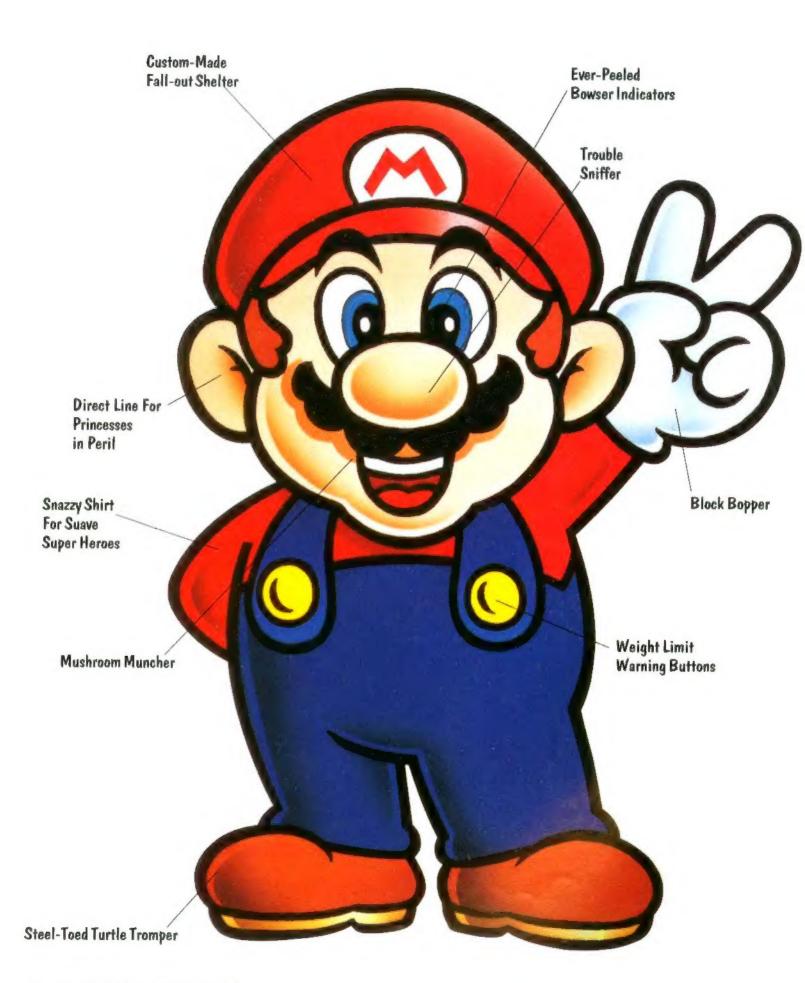
Over the past ten years the character of Mario has become linked to the company that created him as both a mascot and an ambassador for Nintendo. The special relationship between Mario and Nintendo is emphasized every time a new Mario game appears, because Nintendo showcases the latest advances in programming techniques and technology with Super Mario games. This has never been more true than it is with the simultaneous introduction of Super Mario World and the Super NES. The depth of play and challenge in this game is a direct result of programmers taking advantage of all that the new technology allows. What that means for Nintendo Power is a chance to present a vast new world that is absolutely bursting with secrets and tips.

This book contains the most intense look ever at one game. We have included more than 130 pages of maps, charts, tips and tricks on Super Mario World. All in all, we think you'll find this a fascinating exploration, from an exclusive interview with Mario's creator to a fun look at Mario's many roles in the video game world.

LOOK FOR MORE NINTENDO PLAYER'S GUIDES
FOR THE MOST COMPLETE GAME COVERAGE FROM THE PROS







EEN

Now does an ordinary Italian plumber from Brooklyn reach international superstar status? First, he takes on a barrel-throwing, chest-

> pounding apenamed Donkey Kong in an heroic effort to save a princess. His fast path to stardom then leads him to a crazy Mushroom Kingdom ruled by the tyrannical and short-tempered Bowser. Our wily hero recognizes the need for reinforcements and recruits his brother, Luigi, to help save a somewhat persnickety and

elusive princess. Add to all this bravery the fact that he's the most likable wrench wielder you've ever seen, and you have the makings of a video game mega-hero.

Not content to rest on his laurels, Mario goes on to even greater adventures starring in five other Nintendo

> superhitvideo games. The hit roster of top titles is all solid gold, and it includes Mario Bros., Super Mario Bros., Super Mario Bros. 2, Su-

per Mario Bros. 3 and Dr. Mario. He also stars in a number of comic books and television programs.

The plans for his biggest project yet, a feature-length motion picture, are well under way.

And so from the quiet, humble beginnings of a common plumber who likes to monkey around, springs a superstar of

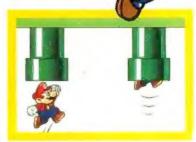
international hit video game fame. Mario is now so well known that, for many, he not only stars in Nintendo games, he is Nintendo. And what better mascot could we possibly imagine?

In fact, Mario just keeps getting better. From those early days of running and ducking he has moved on to master many new skills, from his famous brick-bashing to fireball tossing to swimming and even flying. What's next? With Mario, you know it

will be full of fun, adventure and challenge.



If ever there was a video game hero capable of moving on to bigger, better and more exciting video high jinks, Mario is it! Are you ready?



STARRING ROLES

DONKEY KONG



1981 The common man way through a crazy



steps into the video construction site to save spotlight! Mario debuts sweet Pauline. The in the arcade as a NES version of this hit carpenter who fights his was released in 1986.

DONKEY KONG JR.





1982 Hot on the heels the jailer, determined to of Donkey Kong comes keep Donkey Kong its sequel. This time behind bars while DK Mario turns the tables Junior tries to free him. on the big age. Now he's

MARIO BROS.





1983 After sharing the own arcade game. His spotlight in two Donkey brother, Luigi, appears for Kong games, Mario lays the first time. The NES down his hammer and version showed up in takes center stage in his 1986 delighting fans.

SUPER MARIO BROS.



Mario mania takes hold Bowser.



1985 Mario enters as more than 50 million millions of American players explore the homes with the intro- Mushroom Kingdom duction of the NES, searching for the wily

SUPER MARIO BROS. 2





1988 Mario's wild elect to be either Mario. adventure in the land of _uigi, Princess Toadstool Sub-Con has other or Toad as they explore characters getting into heirnewdreamscape and the act. Players can lackle Wart.

SUPER MARIO BROS. 3



the bratty Koopa Kids, What grouches!



1990 This time Mario and discovers they have flies high as a Raccoon the same temperament and dives into action as as their famous father, a Frog. He encounters the big bad Bowser.

SUPER MARIO LAND



1989 Mario's first starring role for Game Boy now takes him to the Kingdom of Sarasaland, where he learns to operate the



Marine Popmini-sub and the Sky Pop airplane. This time he's out to rescue lovely Princess Daisy from disaster.



DR. MARIO





1990 His starring role in this hit puzzle game marks a major career departure for our hero. Instead of stomping out



Koopas, he is prescribing vitamins to wipe out wily viruses in his exciting new profession. Contagious excitement!

SUPER MARIO WORLD



appearance on the new Super NES, Mano uncovers a vast world with the aid of a magic cape



and a hungry and easily spooked dinosaur pal named Yoshi. Bowser's Koopalingsare also back with a host of new pests.



Ithough Mario has become a huge star, he wasn't an overnight success. Mario, like most stars, began with bit parts and worked his way into the leading roles

that made him famous. He has paid his dues by playing supporting roles in several games, and he continues to make cameo appearances when his schedule allows.



PINBALL 1985

Mario helps you rack up bonus points.



TENNIS 1985

Umpire Mario calls the shots.



GOLF 1985

Duffer extraordinaire. Mario tees off.



PUNCH-OUT!! 1984 Arcade, 1987 NES

Mustachioed referee.



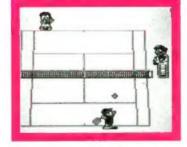
WRECKING **CREW** 1985

Mario plays the role of demolition expert.



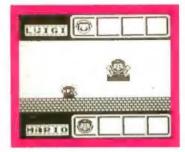
ALLEYWAY (GAME BOY) 1989

Mario starts the action then takes off.



TENNIS (GAME BOY) 1989

Mario lands in the umpire's chair again.



TETRIS (GAME BOY) 1989

Special cinema scenes feature Mario.



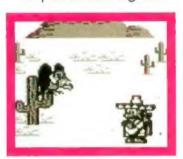
GOLF (GAME BOY) 1990

Again, Mario takes to the links.



F-1 RACE (GAME BOY) 1991

The winner gets Mario's checkered flag.



QIX (GAME BOY) 1991

That's amigo Mario under the sombrero.



NES OPEN TOURNAMENT **GOLF 1991**

This time he's a star-spangled swinger!



(PLAYER NUMBER 2)

his lesser known half of the Super Mario Bros. dynamic duo may be skinny, but he's every

bit as tough as his big brother. As the character for Player Two, he doesn't run into as much trouble or see as much action as Mario. That doesn't bother Luigi one iota, however, Luigi seems to prefer life out of the limelight—and out of the laws of disaster. He'd just

as soon avoid bad characters with short tempers whenever it is possible. And, of course, fast action is the name of the game at Nintendo so Luigi has to

work pretty hard to stay out of trouble.

Luigi certainly has his own die hard fans, however. Enthusiastic Luigi followers continue to ask when he'll have him own game and solo role. Until now, he has

been intent to play character number two, passing on the glory



and letting his feisty brother be the star. He's

popular enough to share the spotlight with Mario in not only video games, but also comic books and TV shows, toowhatever comes up!

One question that fans

often ask about Luigi relates to his bean-pole shape. He's a lotthinner than his pastapounding brother. Perhaps he works off the weight just worrying about all the trouble his brother is aettina into... and



wondering where he can hide if Mario wants his help in getting him off the hot seat. Usually, there's no place to hide! But when there is a good hideout, Luigi is bound to find it! He knows his big "bro" will be taking most of the heat. And no video game hero

> has seen as much trouble in the course of his adventures as Mario-just ask Luigi.



BEST FRIENDS



PAULINE

Pauline set the tone for many video game damsels-in-distress come. She patiently waited in the monkeymade traps of the original Donkey Kong for her rescuer, Mario, to brave the dangers and come to her aid.



The seven Mushroomian monarchs all had brushes with disaster after having their wands

stolen by Bowser's crazy Koopalings. The magic of the wands transformed each of them into a different animal. Without Mario, they would have ended up in the Mushroom Land Zoo!

FIRE FLOWER

This red hot flower gives heroes who pick it the ability to toss balls of flame at Mushroom Kingdom meanies.

Toad is representative of the average Mushroom Kingdom citizen in size, shape and demeanor. He's happy, he's helpful

and he always has a special item or words of encouragement for our peppy plumber.

STARMAN

When Mario taps into the _ powers of -Starman, he can easily nail Bowser's baddies /

in a wink. These happy, shining stars really give a fast-

paced boost to any princess-saving mission.

PRINCESS TOADSTOOL

Every time Bowser hatches a scheme to take over the Mushroom Kingdom, Princess-nabbing is sure to be part of the

plan. Mario, however, will stumble to her rescue. The Princess has done her share of saving the day as well. In Super Mario Bros. 2. she can jump high and take out enemies from above.

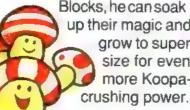


Mario's pal has a big appetite for Koopas, Spinies and other badguys. If he swallows shells of certain colors, Yoshi can fly, make earthquake-like landings and even spit fireballs in three directions.

SUPER MUSHROOM

These friendly fungi are the primary Power-Ups of the Mushroom Kingdom. Once Mario releases them from Bowser's big

> Blocks, he can soak up their magic and grow to super size for even more Koopa-





WORST ENEMIES



PIRANHA

These doubly dangerous flowers pop from pipes and attack with both sharp teeth and fireballs. If they sense a

hero in their vicinity though, they stay low and wait for him to pass.

MA LAKITU

High-flying Lakitus watch do-gooding

pelt them with

a Spiny barrage. Recently,
Lakitu has taken
up fishing and
Mario has become catch of
the day.

KOOPA TROOPA

These fighting turtles first appeared in Mario Bros. as Shell-creepers, then became Koopa Troopas and Koopa Paratroopas in the Super Mario Bros. series. Recently Mario has been able to knock them out of their shells. Before, they hid in their hous-

ings when stomped, then came back out when the coast was clear.

BULLET BILL A

The smaller Bullet Bills have been causing havoc

by zipping through the land at incred-

ible speeds ever since the original Super Mario Bros. adventure. Now, they have a bigger, more powerful cousin in Banzai Bill, who can plow down anything in one pass.



from the evil Koopa Troopas, Hammer Brothers

walk on their hind legs and use tools. Un-

fortunately, the intentions of the Hammer Brothers are destructive (especially to good guys) and their highly damaging showers of hammers can be quite difficult to avoid. Timing is everything.

DONKEY KONG

The nemesis to Mario in Donkey Kong and DK Jr. is undoubtably the most misunderstood of all video game villains. While it's true that he took Pauline to

the top of trap-

filled towers and beat his chest like a big ape, that's only because he is an ape! If he ever appears in another adventure, we're sure that his true, kinder, gentler self will come through.



These sharpbacked Spinies that drop from Lakitu's Cloud and the single-

pointed Spike Tops that crawl through the underground of the

Land of Dinosaurs are simply unstompable.

This pret shar and area

POKEY ***

This crawling cactus is pretty dull for being so sharp. It wobbles back and forth through desert areas and looks to poke passing plumbers.

MORE WORST ENEMIES

GOOMBA

The smallest evil pawns in the Koopa's empire used to get flattened with one stomp. Now they're a little tougher to squash. but not by very much.

SHY GUY

The individual powers of these wandering zombies of the world of Sub-Con are really pretty weak. Shy Guys only pose a threat when there are so many of them that they're difficult for heroes to avoid.

WART

The evil ruler of the world of dreams is a big green nightmare with an appetite for flies and heroes Lucky for a

Wart is not very keen on vegetables. After the big guy gets a stomach-full of radishes, onions, carrots and tomatoes, he'll have his own nightmares to contend with.

COBRAT

These sinister snakes tend to pop out of iars when least expected. Their bite isn't poisonous, but it smarts. It's best to avoid them.



SNIFIT

These Shy Guy relations one-up their cousins by being able to fire projectiles. These little rascals are pesky but not too tough.

TRYCLYDE

they meet up

headed Tryclyde.

It's a blistering en-

counter that should

not be attempted

without insulation.

Heroes are in for

a triple shot of

fireballs when

with the three-

BIRDO

This prehistoric pink creature can be spotted all over Sub-Con. the setting for the hit Super Mario Bros. 2. It guards several gates in the land and spits eggs toward approaching trespassers in order to ward them off A smart hero will toss the eggs back at the beast and send Birdo flying.

RIP VAN FISH O

The newest fishy fiends in Mario's world are a scaled-up version of

the infamous Cheep Cheep. These snoozing snappers chase heroes who disturb their sleep.

BOWSER. KING OF THE KOOPAS

The clownish king of everything, Koopa is dead set on spreading his power throughout the Mushroom Kingdom and beyond. His latest reign of terror is centered on the Land of Dinosaurs, a huge helpless land that is ripe for the taking. Unless, of course, by some strange turn of events, that meddling hero,

Mario, learns of

Bowser's insidi-

ous plans.

SLEDGE BROTHER

The big brothers of the Hammer Brothers paralyze their enemies with aroundshaking stomps, then surprise them by tossing large ham-

mers in all directions.

The best strategy to avoid their hero-stopping stomp is to jump up just before the Sledge Brother hits the ground with both big clumsy feet. Speed is critical for your

success.

MOUSER

This mean rollicking rodent with the very cool sun shades is quick to hit heroes with a barrage of explosives. Mouser can't take a dose of

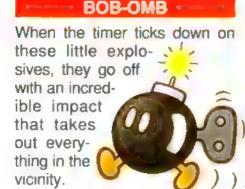
his own medicine, however, so you can turn the tables on him with booming success. You can put him into a squeaky spot with a well-aimed lob.

THE KOOPALINGS

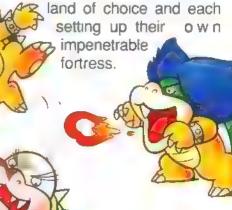
Morton, Lemmy, Larry, Iggy, Wendy, Ludwig and Roy are the messiest, rowdiest, meanest kids imaginable which makes their pop, the King of the Koopas, mighty proud. Their philosophy is "divide and con-

quer," and they carry it out by spreading throughout their and of choice and each setting up their own

BOB-OMB







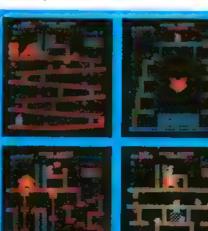
MARIO MANIA 15

DONKEY KONG

Our hero hit the arcades in 1981 — the era of Asterolds, Pac Man and Space Invaders — as Jumpman. a construction worker in red overalls who attempted to shoo a big monkey from

his building site and save Pauline. The game was named "Donkey Kong" by Japanese programmers to mean "Stupid Monkey". It was built with a joystick and a single action button, allowing the player to make the mustachioed man on the screen run to the left and right, climb ladders and jump over obstacles. After the ape was defeated in one of four construction settings, he reappeared, challenging the player to continue the climb. The character's only weapons against the barrels, jacks and fireballs were his swift feet and an occasional invincible hammer which could be used to clear the immediate area for a short time. When the game was later converted to the Nintendo

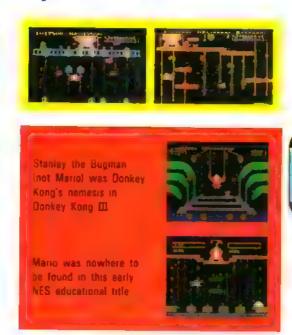
Entertainment System (NES), the fourth construction setting (a.k.a. the pie factory) was omitted because of the limited program space available on early Game Paks.



DONKEY KONG, JR.

he success of the original Donkey Kong inspired this 1982 sequel. The construction worker, by now named Mario, became a villain as he attempted to keep the player controlled title character from freeing his caged dad. The young monkey climbed vines and dropped fruit on the creepy Snapiaws. Donkey Kong later appeared in Donkey Kong III, where he antagonized a one-time hero known as Stanley the Bugman. The big ape also made it to Donkey

Kong Jr. Math for the NES so that he could give his son a lesson in the fundamentals of mathematics.



MARIO BROS.



he third arcade game appearance of our happy hero made for a lot of Mario firsts-not to mention. Mario fans! It was the first time that his name appeared in a game title.

the first appearance of his brother, Luigi, and it was also their first on-the-job experience as plumbers.

In a one player game Mario was on his own, flipping and kicking the creatures that emerged from the pipes. And there were plenty of them! When a second player joined in, the brothers could cooperate with each other or compete while Fighterflies, rascally mean-tempered,

Sidesteppers and pesky Shellcreepers attempted to do both brothers in for good.

1 2

Shellcreepers, who bare a striking resemblance to turtles, later became Koopas in the brothers' further adventures.

The joystick and action button for each player allowed Mario and Luigi to run to the left and right and jump. By hitting the creatures from below,

players were able to flip the creeps over, then jump up to the next floor and knock them away. After a shaky start in the arcades, the game caught on in a big way. Mario was off and running on the fast track to video game fame. Ahead was the road to super stardom with more bad guys, more tricky maneuvers and more worlds of challenge.





SUPER MARIO BROS.

his game was the very first mega-hit for both Mario and the NES. Many of the best Super Mario moves including stomping, kicking punching, Powering-Up, ducking into pipes and climbing vines were introduced here. What made this sort of extensive play possible was the switch from the non-scrolling, single screen of Donkey Kong type games to a horizontal scroll. This opened up worlds of fun and

adventure for video game players. Now the character could run, jump, dive, climb, swim and grapple with enemies through an ever-

changing world with ever shifting video backgrounds. Not only did this add to the complexity of the game, but also to the fun. The eight worlds of Super Mario Bros. contain greater variety than earlier video games, from worlds full of pipes

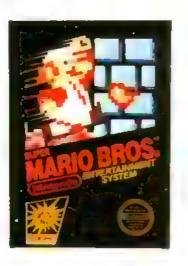


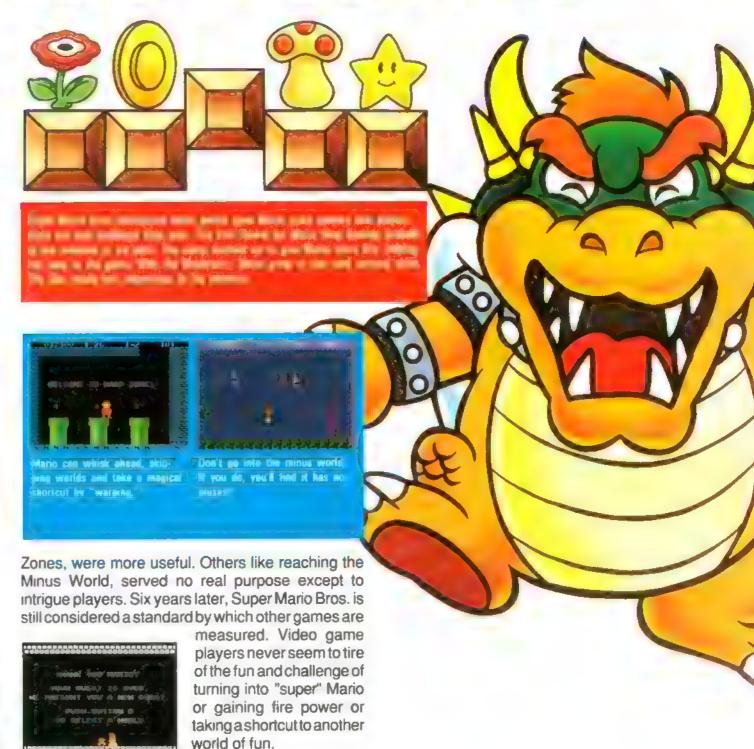
At every level, a frustrated Mario finds a Princess only to discover she's not the reel one he wants to

riddled with Mario-eating flowers to underwater worlds loaded with water hazards. All these innovations proved so popular that dozens of other games adopted the look and style of play of Super Mario Bros. Another first for SMB was the inclusion of all sorts of strange and often difficult tricks, some of which are so off-the-wall that it seems no one would ever think of trying them. Some, like finding Warp









SUPER MARIO BROS. 2



Super Mario Bros. 2 for the NES appeared in 1988 and provided an entirely new game experience for Mario fans. This video game introduced a whole new

level of excitement to players by offering them a choice of characters to use when tackling the adventure. Picking from Mario, Luigi, Princess Toadstool and Toad gave players the ability to prepare for the unique and special challenges of upcoming worlds. Each character had special

strengths that were best used in particular areas of the video game.

Part of the fun for the player involved mastering the special talents of each character and using them to get out of tight spots. But the difference between the hit Super Mario Bros. 2 and its predecessor doesn't stop there. The World of Dreams, which is known as Sub-Con, is much different from the

Mushroom Kingdom. Vegetables can be plucked from the ground and thrown at enemies. Doors appear and disappear. Mario can use Bombs. Potions and other items. Perhaps the most

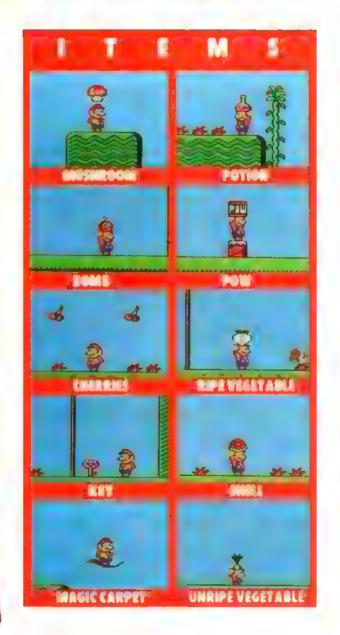


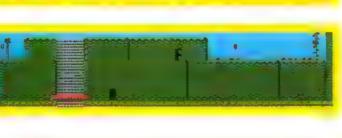
radical change of all was the combination of both horizontal and vertical worlds. The seven worlds of Sub-Con are some of the most inventive of any SMB

game. Overall, the game has an Arabian air with deserts and flying carpets.

The reason for all the Middle-eastern atmosphere is that the program is actually the U.S. version of a game called Doki Doki Panic in Japan, which featured a small fellow in a turban and baggy pants as the hero, not Mario. Nintendo decided that a little programming sleight of hand was in order and that's how the challenge of Super Mario Bros. 2 was born.











SUPERMARIO BROS. 3



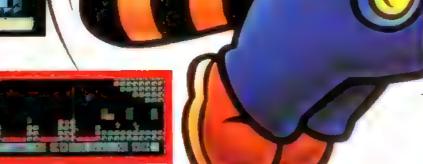
Mario's game world expanded by leaps and bounds in this most popular game ever made for the NES. There were more places to explore and different

kinds of places as well. Each of eight worlds of the game had its own overworld map and terrain. Mario was now treated to a frozen tundra, a skyworld and a land where everything had grown to enormous sizes. By using the three Warp Whistles that were hidden in the first two worlds of the game, Mario could warp instantly to any of the other worlds. He could also skip large sections of

each world for a more direct route to Bowser, King of the Koopas, who had hatched seven evil Koopalings. These sinister siblings caused havoc throughout the Mushroom World and









special abilities by wearing different types of suits. A Super Leaf transformed Mario into a flying Raccoon, while a Frog Suit allowed him to swim with super control and a Hammer Brother Suit gave him the same powers as his infamous hammer-tossing enemies. There was also

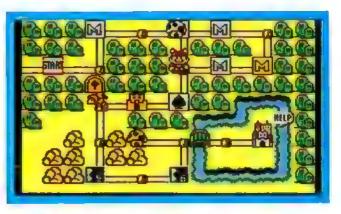
the handy Tanooki Suit ("Tanooki" actually means "Raccoon" in Japanese) and the elusive Kuribo's Shoe, a big boot that Mario could hop



into and ride. Super Mario Bros. 3 was also big on bonus games. They included a card matching game, a spinning-shape fitting

> exercise and a reprise of the original Mario Bros. game. This video game took off immediately and soared straight to the top.



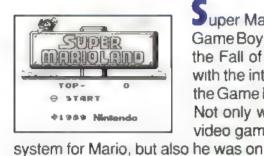






This game took a novel leap giving players the chance to suit up as Raccoon, frog or Tanooki Mario, each with special

SUPER MARIO LAND



Super Mario Land for Game Boy appeared in the Fall of 1989 along with the introduction of the Game Boy system. Not only was it a new

video game

a sort of modified Fire Flower, was another change unique to Super Mario Land, along with the bonus areas at the end of each stage. The programmers also added a wider variety of background music to fit the many stages. Some of these differences can be attributed to the fact that Super Mario Land was produced by a different Nintendo

> development team than the one that produced all the other Super Mario games. On the other hand, many traditional Super Mario features were translated to the Game Boy format. Mario still jumps and stomps his way through trouble. He Powers-Up. collects 1-Ups (hearts this time instead of mushrooms in Super Mario Land), and ducks down pipes into secret coin rooms for extra points. From palm trees



such as flying a plane provided exciting new challenges for Mario fans. Throwing Super Balls, blockbuster packed with fun! Can a Game Boy





sequel be far behind?

DR. MARIO



by taking on a new profession and an entirely different type of challenge, Dr. Mario checked in with this epidemic hit that was simultaneously released

for both the NES and Game Boy. In the game, Vitamin Capsules were tossed into a beaker by the plumber-turned-practitioner, and the player had to manipulate them so that their colors (or shades in the Game Boy version) matched in a row with the Viruses that have taken over the tube. The object was to clear the tube of Viruses. In the super fun

two-player mode (a Game Link with Game Boy) the players could send half of the Vitamin Capsules to each other's side by completing more than one match at any given time.

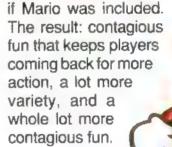
The single player game includes celebration screens which appear after certain Virus Levels and special speed combinations have been completed. In



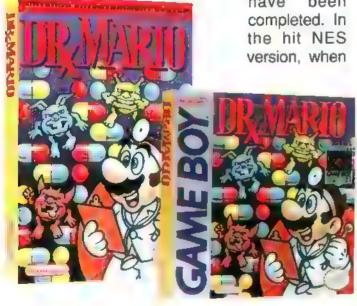
Virus Level 20 is completed at high speed, the triumphant player sees an animated scene where the Viruses are beamed aboard an alien spaceship from another world. The game is wild!

While Dr. Mario doesn't play a big part in the game, programmers knew that the game's broad appeal had earned

it the Mario seal of quality, and that players might give this exciting puzzle game a second glance









FUN, FOOD, AND FINDS

Have you ever noticed how familiar some faces are? One reason is that famous characters like Mario not only appear on TV, they are also seen a hundred times every day on shirts, caps, cups and cereal boxes. Mario's heroic mug has been used to enhance almost every imaginable product from telephones to towels.

Some of the items are meant to be used in school or at work while others are just for fun. Food is another area where Mario's good taste comes through. Some things are bound to become collectibles because they are so rare or special.

A DAY WITH MARIO

You could spend an entire day using Mario products. Wake up in Mario pajamas between Mario sheets. Take a bath with Super Mario Bros. shampoo and towel off with a Mario towel. Get dressed in Mario underwear, a Mario shirt, shorts and socks, and top it off with a Mario hat. Pack lunch in a Mario lunchbox and write down your school lessons with a Mario pencil. During a break. demonstrate some tricks to your friends with your Mario yo-yo or work on a Mario puzzle. After school, set the table for dinner with Mario dishes, and later, take out the garbage in a Mario wastebasket. By the time the Mario clock on the wall says it's time for bed, you're so tired from your Mario-athon day that you're asleep as soon as your head hits the

CHEZ MARIO

Want to find out just what's cooking with Mario? Well it's a lot of things It's breakfast cereal, cookies, crackers and



candy on the menu along with pretzels, popcorn. popsicles, fruit juices, and ice cream treats. Fun food is what you get at Chez Mario, and the Mushroom Citizens are





Mario pillow.

HOLLYWOOD HERO

America's heroes always seem to wind up in Hollywood, whether they begin their career in comic books, on the baseball diamond, or running from a big ape called Donkey Kong. Mario's first starring role in Tinseltown was as the plumber/hero of The Super Mario Super Show in 1989. The unique format of this weekday, afternoon program combines liveaction segments with animated adventures of Mario, Luigi, Princess Toadstool and Toadle. The plots are based very loosely on the Super

Mario Bros. 2 video game. Characters such as Wart and Birdo show up to pester the Bros. "Captain" Lou Albano of WWF fame played Mario and Danny Wells starred as Luigi in the live-action portion of the show, which also included guest star appearances and Club Mario. More than one hundred Super Mario Super Shows were produced by DIC Enterprises and, after their initial airing, went into original syndication for a successful two-year run.

SUPER SHOW!



Bowser outgrows his welcome as well as his shell when he becomes "Koopzilla."



The Old
West wasn't
just wild, it
was wacky,
at least once
Butch Mario
showed up.



Plumbing in old castles like Cramalot require the royal flush from King Mario.



The Magic Carpet from SMB2 gets great mileage, but tends to roll up in a crosswind.



"Captain"
Lou Albano
and Danny
Wells star in
the liveaction
segments.

THE EARLY YEARS

From 1983 to 1985, before Mario was established as a star in his own right, Donkey Kong and Donkey Kong Jr. were part of the Saturday Supercade program on CBS. Mario played the part of the circus animal trainer who had his hands full with Donkey Kong's monkey business. Pauline, the original heroine of the Donkey Kong games, also appeared in these Ruby-Spears productions.



A younger (and slimmer) Mario costarred with Donkey Kong Jr. as they travelled the land in Mario's dometopped van. n 1990, Mario ventured into the mud pit of Saturday morning cartoons, starring in the all-animated Super

Mario 3 show on NBC. Two 15-minute adventures shared the hour with the half hour long Captain N. This time around, the plots were based on Nintendo's newly released Super Mario Bros. 3 game and featured the dastardly Koopa Kids as well as Mario, Luigi, the Princess and her loyal retainer, Toad. As in the Super Mario Super Show, the writers and artists at DIC plopped Mario

and company into some of the wildest situations imaginable, including episodes in which the Princess

fell for a surf dude and one in which Wendy Koopa fell in love with Mario! The success of the show was reflected in super ratings—number 1 in its time slot. Following up on this impressive record, DIC and NBC are producing the Super Mario World Show for the '91-'92

season in which Yoshi, Mario's lovable dinosaur pal, appears for the first time.



Venice, Italy was Mario's ultimate nightmare—the entire city was flooded!



With a raccoon tail, Mario took to the air as well as the air waves.



Mario foiled the Koopas by air, sea and land thanks to the magic items of SMB3.



Mario and Luigi used their wits and tricks to escape the Koopas.



In Brooklyn, Mario and his brother become babies for a second time.

THE SUPER MARIO BROS. MOVIE



Coming to a theater near you in '92, The Super Mario Bros. movie promises to elevate Mario to an even higher plateau of fame and fortune. The live-action story follows Mario and Luigi from Brooklyn into the Mushroom Kingdom where the Koopa Krew is as vile and cunning as ever. Shy Luigi is in love with beautiful Dianna, and Mario, who has a heart of gold valves and spigots, takes charge and leads the heroes through magic and mayhem to save the day.

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THE MAN BEHIND MARIO

here did Mario come from and where is he going? Here's the straight story from the man who created the legend-the man behind Mario-Mr. Shigeru Miyamoto.

Q. How and when did you get started in the video game business?

A. I started working at Nintendo Company Ltd. in Kyoto Japan in 1977 as a designer. At first I designed characters and art work for arcade games. But in 1980, I directed the design and art work for Donkey Kong in which Mario first appeared.

Q. What were some of the things you thought about when you created Mario?

A. We had to work under technical constraints including the number of pixels and number of colors the Famicom can display. There are many reasons why we drew him the way we did. We gave him a mustache rather than a mouth because that showed up better. We gave him a hat rather than hair because that looked better, too. Mario wears overalls because that shows the movement of his arms, and he's wearing white gloves because the white contrasts better with the colored backgrounds. These are the technical reasons we made him look the way he does.

Q. So from there you decided to make him a plumber?

A. We wanted him to be a character that works very hard. Also, we wanted him to be shorter than enemy

characters and the princesses he rescues. Based on these factors, we decided on his appearance. We always draw the dot character first, and from that, we make other art work, for the package for example.





Q. What were your thoughts when you created Super Mario Bros.?

A. We developed programming techniques which allowed us to create a larger character than we originally thought possible. At first, we planned to make the game so that the player was always "big" Mario, but eventually, we came up with the idea for the Power-Up Mushroom to make Mario Super.

Q. How do you explain the number of changes in Mario's appearance over the years?

A. The main reason the character changed was because we have had different artists and programmers working on the Mario series from game to game. Also, the

hardware technology has become more advanced and

hardware limitations are the most important factor in influencing what we can and can't do. Who knows how Mario will look in the future. Maybe he'll wear metallic clothes!

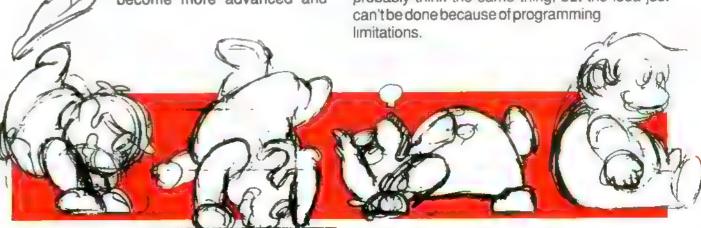
Q. Where do you get the ideas for the other Mario game characters?

A. We have a very large design staff working on the Mario games, and each member contributes ideas. The Koopa Kids, for

example in Super Mario Bros. 3, were modeled after the design team of that game. This is another way we give recognition to the many people who help make the games successful.

Q. How do you go from a game idea to an actual program?

A. Usually the design staff gives detailed ideas to the programmers in the form of rough sketches and written instructions. But because it's a team effort, we often sit down and discuss different points, sometimes late into the night. What most players don't know is that everything in a video game happens for a reason. Even a powerful system like the Super NES has many programming limitations. It's easy to say, "It would be better if you made such and such happen." Many times we probably think the same thing, but the idea just can't be done because of programming





• How many people does it take to make a Mario game?

A. It seems like every time we do a Mario game, four more people join the team. Sixteen people helped with Super Mario World, and it took us about three years to make.

Q. When you first created Mario, did you expect him to become as popular as he is?

A. We had no idea!

• Has the fame of Mario changed your life? Do people ever recognize you on the street?

A. No one has ever recognized me, but I think that is because I look like an average kind of guy. Plus, the dedicated fans who might recognize me are probably at home playing video games!

• How do you decide when to make another Mario game?

A. After we finish a Mario game, the staff usually vows never to do another one! But once the game is released, we start thinking it may not be such a bad idea to add another title to the series. We usually have lots of ideas that we haven't been able to implement yet. A good example is Yoshi the dinosaur who just appeared in Super Mario World. We wanted to have Mario ride a dinosaur ever since we finished the original Super Mario Bros., but it was impossible technically. We were finally able to get Yoshi off the drawing boards with the Super NES.

the future for Mario?

A. 1 don't know if there will be another game in the Super Mario series, but I can say

there is something special in the works.

Q. What is your on-going philosophy about making video games?

A. Challenge for the player is the most important thing. In the Mario games for example, the player can go back and try to finish the game without collecting a single coin. I think great video games are like favorite playgrounds, places you become attached to and go back to again and again. Wouldn't it be great to have a whole drawer full of "playgrounds" right at your fingertips?



SUPER MARIO WORLD



here once was a peaceful land far, far away, where playful dinonaurs danced and fair princesses frolicked. It was to this mythical, mystical place, Dinosaur Land, that valiant heroes

and traveled for a well-earned rest. They had, after all, just saved the Mushroom Kingdom from Bowser, the wicked Koopa King. But quiet repose, alas, was not to be. No sooner had and arrived than disappeared. Our heroes set out apace to search the foreign land far and wide for their friend, the problem-plagued princess. "But where is ? Was she being held against her will by Bowser and his cagey Koopas? Would this long standing feud between the people of the Mushroom Kingdom and the Koopa Clan never end? Where shall we look, and how shall we arrive there?" they wondered.

Their answer came in the form of a most unusual, gigantic egg. To their amazement, it hatched before their very eyes to reveal ! At once, they could tell that he was indeed a kind dinosaur and they promptly befriended him. They then lent their attentive ears as crelated a woeful tale about the sad fate of his dinocousins.

It seemed that monstrous turtles invaded the idyllic land and imprisoned all of the defenseless dinosaurs in strange eggs. Turtles! Now they had an inkling about what forces were behind the disappearance of . That vexing villain, Bowser, and his cruel Koopa clan were here, and as was their custom, they were already working their wicked ways.

Fast friends all, , and began their selfless journey, a trek that would take them to places such as the vast and varied Donut Plains, the intimidating, tower-like Cookie Mountains, and deep, dark Chocolate Island. Thus their adventure begins. Enter, with them, Super Mario World....



The charts that help introduce new areas let you know what you can expect when you arrive and can serve as a reference when you're back tracking to find 1-Ups and Power-Ups. And because it's nice to know where you're headed before you begin a journey, the charts also tell you where each course leads.

Here we list the course's name, which also displays The name of the course that comes after the Stand-

You'll encounter all kinds of terraint Course types Some stages have Secret Exits that take you to name a few

Our difficulty rating system runs from one to four save game after completing the course

stars, with four stars being the toughest

seconds tick away

MIDWAY GATE

DIFFICULTY

with these gates.

STANDARD EXIT LEADS TO

ard Exit is displayed in this column

SECRET EXIT LEADS TO

include Sky, Underwater and Underground, to alternate destinations by way of huge key holes

This column lets you know whether or not you can

The stars show which courses are best for col-A certain amount of time is allowed for the comple-tion of each course. The timer counts down as bonanzast

FUNCESTOPS

In the Power-Up column, we list only the items that When you pass through a Midway Gate, you can restart from that point. The chart identifies courses chart to find the closest place for a quick Power-Up PAGES

This is where to turn for information about the

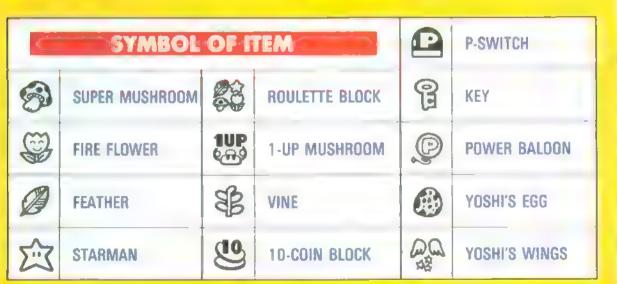
ROUTE GUIDE



Solid lines and arrows show the ost direct route to the exit



Dotted lines and arrows show paths to secret exits



WELCOME TO











THECAPE

In this new world, Mario picks up one of his most amazing treasures, the Cape. With it, he can perform remarkable feats and soar to heights never before imagined.

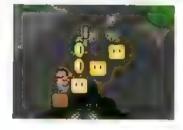


SUPER SPIN CAPE ATTACK

Mario's Cape is not only great looking, it gives him incredible powers. With the Cape, Mario can jump and spin to wipe out flying enemies. He can even plow through solid Block walls using the Cape attack, and when item Blocks are on the ground, he can use the Cape to get their contents.



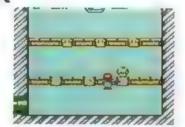
COIN BLOCK ATTACK



Without the Cape, Mario must stand under Coin Blocks and jump to hit them. The Cape makes collecting Coins easy because when Mario jumps and spins with it, he can hit the Block from any direction to retrieve Coins. He can also wipe out approaching enemies while hitting Blocks.

1-UP BLOCK ATTACK

In the five-tiered 1-Up Chambers, Mario can collect five 1-Ups if he has the Cape. He must Spin Jump and hit the lower left corner of each Block with the Cape. In each row, the first two Blocks will yield Coins, the last will give him a 1-Up. Begin on the left in each row.



CAPE JUMPS

SUPER SPIN JUMP

Mario's Super Spin Jump with the Cape is lethal. He can defeat most enemies with a single stomp when he's caped and spinning. It also allows him to break through Blocks below him, and he can jump and spin when multiple enemies approach to stomp one and slap another with the Cape.

SUPER SONIC FLIGHT

The most amazing thing about the Cape is that it gives Mario the ability to fly. That means that he can soar above areas that are too tough for land travel and sometimes find new, secret places that he never would have seen had he stayed on the ground. It opens a whole new world!



You can control Mario's flying speed at take-off. After you have the speed to get airborne and leap into the sky, immediately press the Control Pad in the opposite direction from the way you are traveling. Your flight speed will be







PREPARING FOR TAKEOFF



RUNWAY LENGTH

In order to build adequate speed for takeoff, you need six block-widths of running room. You have to be cleared to take off, too; if you hit enemies on the runway you'll have to abort your takeoff! And if they score a hit that takes your Cape, you'll have to scrub your flight plan entirely—you're grounded!



ACCELERATION

You have to accelerate to a high speed before you'll have enough momentum to take off. Begin by running in the direction you want to go, then press the Y Button to accelerate. When Mario puts his arms out, he's ready to take off! Press B to leave the runway. Suddenly you're airborne!

SUPER-MARIO WORLD

MARIO'S FLIGHT SCHOOL



CHANGING COURSE

When you release the B Button or reach the highest point possible, the Cape will open and act as a parachute. You can control the flight plan by using the Control Pad. Press the direction you're headed to descend; press the opposite direction to ascend. Have fun flying! Practice your techniques in the special hidden area in Donut Plains 1



CLIMBING TO CRUISING ALTITUDE

When you get to be an ace pilot, you'll be ble to reach the highest altitude possible Nith careful timing, you can use the Control ad to actually climb higher than you were in our initial ascent. When Mario's head drops, release the Control Pad and tap it quickly in the opposite direction to keep climbing.



TAKING CARRY-ON ITEMS

You can even carry items on the flight - you never know when a Koopa might come in handy! Press the Y Button, then approach the item and pick it up. Accelerate to super speed and press B to take off as usual. You'll find yourself flying with the item until you release the Y Button and fire it off like a missile



LANDING FOR SHORT LAYOVERS



Don't let Vines or Fences ground you. If you come to one or the other while you're fiving. press the B Button then Up on the Control Pad. Flying Mario will be temporarily arounded then immediately return to flight on the other side of the obstacle, and he won't even require a runway for takeoff

SETTING FLIGHT SPEED

Learning to control your flight speed will give you the ability to either slow down to collect more coins or speed up to avoid pursuers. Release the Y Button when you've reached cruising altitude, then press the Control Pad and B to fly slowly. For super sonic flight, tap the Control Pad back and forth in both directions



YOSHI MAKES FLIGHT EASY



If Yoshi eats a Blue Shell, you can press B to fly for a short distance. When he swallows, your time is up. When you find wings for Yoshi, though, you'll really be flying first class! You'll be able to fly higher and farther than ever before. Who knows what you'll find hidden in the clouds when you finally fly that high!



Fast Dive. On your descent, hold the Control Pad in the direction you want to go, then press and hald Y. You'll hit the around with enough force to cause an earthquake that will clear out enemies!



SLIDING ATTACK



Another fun landing technique is the Body Press, or Sliding Attack. If you press and hold the Y Button but not the Control Pad, you'll begin a slow descent with an open Cape. You can control the landing and either body slam a single opponent or slide gently through several at once. It won't make the earth move, but whichever way you use it, the Sliding Attack can have a devastating effect on the enemy.

YOSHI

Mario discovers Yoshi, a wondrous and important friend near the beginning of his journey. This new-found friend unlocks many of the secrets of Dinosaur Land and brings special powers into play. Mario will be very glad that he met this new dino buddy.



YOSHI PIGS OUT

TAKE TEMPTING TREATS FROM ABOVE



Usually, when you press the Y Button, Yoshi squats down, then snakes his tongue out to snack on things below eye level. To reach higher things, press and hold Up on the Control Pad, then press X or Y to make his tongue shoot out while he's standing straight up. Jump and press X or Y to reach flying objects.

FEAST ON FLASHING SHELLS

Yellow-shelled Koopas can begin to flash and chase Mario Flashing shells are like wild cards for Yoshi. When he eats one, he can perform any of the three special tricks made possible by shell power. He can fly for a time, cause an earthquake, and even spit fire. It's like having an entire meal on a single half-shell.







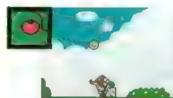


THREE KINDS OF BERRIES

Mario and Yoshi sometimes come upon Barries just waiting to be picked Keep feeding them to Yoshi, and see what happens when he eats a certain number



When Yoshi eats ten Red Berries, an egg hatches into a Super Mushroom.



Two Pink Berries yield an egg the hatches. The hatchling throws Bonus Coins.



When Yoshi manages to munch three Green Berries, he adds 20 valuable seconds to the timer.

OUT OF REACH? LAP IT UP!



Yoshi can actually retrieve items that are out if Mario's reach with his tongue. He can sometimes dart his tongue through walls or snake it around pipes to grab things on the other side. Only Yoshi's tongue can reach some of the keys that lead to secret exits.



SPIT IT UP

RECYCLE SHELLS



Yoshi is environmentally correct. When he eats Red Shells, he always spits fire. With Blue or Green Shells, though, you can keep him from swallowing them, spit them out, then reuse them. Have Yoshi pick up the Shell, then, just before he swallows, press Down on the Control Pad and X or Y. He'll spit it out so he can pick it up again.

RESTORE P-SWITCHES



With Yoshi, you can also reuse the P-Switches time and time again. First, stomp the switch, then have him eat it. Before he swallows, making him spit at out. It will be in its original form when he does, so you'll have the chance to jump on it again. It's a great trick to try when you can stock up on items in the area.

SUPER MARIO WORLD



AMMIN' JUMPS

SHI BOOST



You can jump extra high with a Yoshi Boost double jump. First, press the B Button to make Yoshi jump. At the height of his jump, press the A Button to make Mario jump higher still from that point. With this special jump, Mario can reach heights you wouldn't have believed possible

SPECIAL SPIN



If you attempt to Spin Jump while you're riding Yoshi, you'll be disappointed If you leave Yoshi on a Block you want to break, then dismount to Spin Jump, he'll do the jump with you. It's a good technique to try when you don't want to leave the helpful little guy behind

YOSHI'S POWER PLAYS

DINO EGGS

Dinosaur Blocks can become hiding places for 1-Up Mushrooms. If you already have Yoshi and come upon a block that usually gives you Yoshi, hit it and a 1-Up Mushroom will popout it will run out to the right, so be sure to be in a spot where you can pick it up before it scoots off the screen.



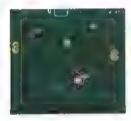
DINO DEFENSES

DODGE THE BULLET

When Mario rides Yoshi his damage zone is significantly reduced. This means that even if an enemy makes contact, you may get by unscathed. For example, when Banzai Bill flies over, it looks like he hits the pair, but they escape unharmed.



WONDER WINGS



In some areas you will find Blocks that hold Wings for Yoshi, With the special Wings, you can reach bonus stages high overhead, and collect tons of Coins. If you fall off the bottom of the stage with the Wings, you automatically clear the stage and get a Blue Yoshi!

RIDE ROUGHSHOD



Yoshi's shoes are so tough that he can stomp enemies that even Super Mario finds unstompable. When he flattens a Koopa, even its shell disappears. And Super Mario is no match for Munchers-they gobble him right up-but Yoshi can walk right over the top of them. Now that's what we'd call steel-toed shoes!



DINO-MITES

HUNGRY BABIES NEED THEIR DINNERS

RED



In the Star World, Mario finds young dinosaurs that look like Yoshi, except that they're different colors. As babies, they aren't very powerful. Feed them five Berries or enemies, though, and they grow up.







SUPER STUNTS

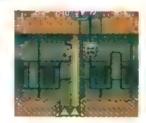
Even Super Mario aficionados will be surprised by the number of new moves he has in this world.

He's out to prove that caped Super Mario is a super hero to be reckoned with.



CONTROL YOUR AIR TIME

In Mario's latest adventure, play control is better than ever. When Mario is in the midst of a jump, for example, you are really in control of the whole flight. To make a precise landing, you can hold the B Button to slow him down and direct him to an exact touch down site.



SPIN OUT

Spin Jumping is, of course, an effective way to completely destroy many enamies, but even if the attack doesn't wipe them out it sometimes stuns them, and at the least, it ensures your safety. Mario can Spin Jump even huge enemies such as the Big Boo without being injured Hold the B Button while spinning to shoot even higher

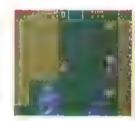




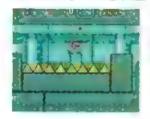
SWIMMING

SWIFT SURFACE

Naturally, Mario learned to swim in Super Mario Bros., but he has learned lots of aquatic maneuvers since then. For instance, he can make a speedy surface if you hold Up on the Control Pad then press the A or B Button. He'll be rising to the top and taking in air in no time!



SIDE STROKE



Mario swims like a fish. Press Up diagonally of the Control Pad and tap A or B to swim to the side. Press diagonally Down and tap A or B to tread water. When you master his underwater ways, you'll be able to thread your way through the schools of enemy fish that wait ahead.

STOMPING SEA SLIME

In underwater stages, one touch from a sea creature is usually enough to dry dock Mario. He can still stomp them, though, with a direct hit from above. In fact, if he stomps certain enemies without touching the ocean floor beneath them, he can even earn 1-Ups.



SMOOTH SLIDING ATTACKS

SLIDE DOWN

In worlds with slippery surfaces, Mario can do some fancy slipping and sliding that take his enemies by surprise. On a slope, press Down on the Control Pad to slide down the hill, toppling enemies all the way.





SLIDE UP

Believe it or not, he can even do a slick slide uphill. When you're facing an incline, press and hold the Y Button to run. Then, as you begin to climb, press Down on the Control Pad to make him slide up the hill.



ORLD OF WONDERS



CLEVER CLIMBING

CLIMB THE VINE

Mano is vulnerable to air attacks when he's climbing Vines, but he can avoid them by scurrying quickly to the top. Jump onto the Vine and hold Down on the Control Pad, then tap the B Button to quicken his climbing pace. Often, he can hustle right out of dangerous areas this way.



HIT THE FENCE

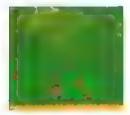
Press B to jump onto the Fence, then Up on the Control Pad to cling to it. When Koopas are on your side of the Fence, climb down to hot them from above. If they're on the other side, press Y to punch them through the Fence, or go to a gate and press Y to climb through and attack there.





SHELL SHOCKERS

SET THE SPEED



The Shell left from a single Koopa-stomp becomes a weapon in Mario's hands. He can either kick it or throw it, depending on the circumstances. Press and hold the Y Button to pick a Shell up; release Y to let it fly. The faster he's running when he lets go, the faster it will travel when it's released.

CLOSE-UP SHOT



A trick Mario used in Super Mario Bros. 3 works just as well here. If he stands one Block-width from a solid object and lets a shell fly directly at it, it will rebound and hit him without injuring him. If the object is a Mystery Block, it might even give him something special.

PACK PROTECTION

The Shells are usually Koopa armor, but Mario can use them for temporary protection, too Press the X or Y Button to hold a Shell and carry it with you. When on enemy strikes, the Shell will take the shock. It absorbs only one hit, but sometimes that can make a bio difference.





CHUCK IT UP

To throw a shell directly up, press X or Y to pick it up, stand below where you want it to go, and look up. When you release X or Y, the shell will shoot straight up. It's a great way to hit Blocks or enemies that are out of reach. You can also throw Shells at angles by pressing the Control Pad diagonally.





STEALTH ATTACK

If you're holding a Shell while an enemy approaches, but you can't throw it because it will get you on the rebound, too, try a simple trick. Put it down right in front of your fee. He'll walk into it and take himself out. Then pick the Shell up again and repeat the move with the next enemy that comes along!







DROP IT!

At times, throwing a Shell is a dangerous move. If there is a pipe ahead, for instance, it might rebound to come back and hit you. You don't want to be the cause of your own demise! To leave a Shell behind, press Down on the Control Pad and release the X or Y Button to set it down safely. You can then scout

ahead to see what's coming, and you can always come back to get it if you haven't ventured too lar.



USING ITEMS

There are plenty of new items to use in Super Mario World. Learning how to use them to your

best advantage will make your journey much easier and more interesting.



PICKING THINGS UP

THE RIGHT STUFF

Power-Up items are hidden throughout the game. Some are enclosed in Blocks, others just pop out unexpectedly. Unlike the Power-Up items in Super Mario Bros. 3, all of these run off the screen to the right, unless you accidentally block their paths. This time, you'll know where to wait for them.



GET GREEDY

You can collect Power-Ups in a hurry by taking pipes to bonus areas where caches of treasures are warting. Take the Power-Ups, leave, then return again and again. Each time you return, the supply will have been replenished. There are several places in the game where Power-Ups are ripe for the taking. Try to find them all and stock up before entering especially difficult areas.



ROULETTE BLOCKS

When you hit a Roulette Block, either a Super Mushroom, a Fire Flower, a Feather or a Super Star emerges. Which will it be? That's where roulette comes in. The items always appear in the same order, and you can see through the Block. Hit it when the item that comes just before the one you want is showing in the Block.





RIGHT ISN'T RIGHT

If you don't went to wait for an item on the right, you can force it to go left if there is another Block to its right if you're quick. Hit the item Block and as soon as the item appears, hit the Block on its right. That Block will pop up and change the item's course. This trick will be very helpful in some areas.



LOOK AHEAD

The Left and Right Buttons on the Super NES controller are very useful in this game. When you're near the right edge of the screen, you're in a dangerous spot because you can't see what's coming up. You might run off a ledge or right into the jaws of an enemy. Use the Right Button to scroll right and see the entire scene before you enter it. It also starts the activity in that







ITEMS IN RESERVE

You can hold an extra item in reserve and use it when you need it. The extra item will be displayed in the blue box at the top of the screen. When you're small Mario, you are most likely to get a Super Mushroom from a Prize Block, but if you're already Super, you'll get a Fire Flower or Feather, either of which is more valuable. If you have a Super Mushroom in reserve it makes sense to use it before you hit the Block so you'll get the more useful item.



SUPER-MARIO WORLD



MAKING MOVES WHILE HOLDING ITEMS

SPIT FIRE

Usually you press X or Y to pick something up. If you're fiery, though, you'll throw fireballs and fry the object; if you wear the Cape, stand beside it, and press X or Y, and you'll destroy it. Before you near it, press and hold X or Y. After you throw fire or finish spinning. approach the object and pick it up.



GET OUT OF HOT WATER



To jump out of the water diagonally, press the Control Pad that direction and tap the B Button repeatedly. You'll land in the water then jump out again. If you're holding an item, though, the same combination will let you skip across the surface, safe from sea life lurking below.

PASS THE GOALPOSTS

When you break the tape at the Goalpost when it's high in the air, you'll earn lots of Stars, Collect 100 Stars to go to a Boous Game. That's not the only way to earn rewards at the finish line, though, if you hold an item, such as a Shell or a P-Switch, as you pass through the final Goalposts, you can earn special rewards. Depending on the item you carry and the item

you have in reserve, you'll get either a Power-Up or a 1-Up. If you carry an important item like a Key or Baby Yoshi, you'll be assured of earning a 1-Up. The chart below shows which combinations yield which rewards.



			EMS IN I	RESERV	2
		NOTHING	SUPER MUSHROOM	FIRE FLOWER	FEATHER
	MINI MARIO				
MARIO	SUPER MARIO				
SFORM	FIERY MARIO				
	CAPED MARIO	B	A STATE OF THE STA	De la companya della companya della companya de la companya della	

CLIMB VINES

What a clever guy! Mario can even climb Vines carrying items. First, pick the item up, then move over to the Vine. Look up and release X or Y to throw it up. Start climbing. Mario will catch the item as he climbs and continue with it to the top. There are, of course, many Vines in the game. When they take you to new areas, it's often a good idea to pack things with you that will be useful there.





HOP ON FENCES

You can also climb along on fences holding an item. Pick it up, go to the fence, throw the item up, then jump onto the fence and catch it. Press and hold X or Y to hold it as you move. To punch enemies or rotate on gates you would usually press X or Y. Instead, when you're holding something, press A or 8.



MARIO CAN HOLD TWO ITEMS AT ONCE!

Although it's a move that is useful only when you are crossing through final Goalposts, Mario can hold two items at once. First, stack the two items by taking one to exactly the same space as the other. Push X or Y and Down

on the Control Pad to stack one on the other, then press X or Y again to pick both up. When you pass through the posts, you'll be rewarded for both items!



INSIDER INFO

Mario's Cape and Yoshi are exciting new features, and there are even more tricks in Super

Mario World that make the game super special Mario maniacs will want to try them all!



ROUNDUP 1-UPS

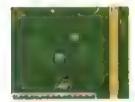
GOALPOST STARS



When you reach the final Goalposts of each stage, you can see Stars by jumping up and actually breaking the tape instead of just walking through the posts. Break it at its highest point to get 50 Stars. When you collect 100 Stars, you'll be taken to a Bonus Game where you can earn as many as eight 1-Ups!

STAR ATTACK

The Super Star that appears occasionally makes Mario invincible. He can plow right through even the toughest areas when he has star power. Take the time to defeat as many enemies as you can while he's invincible because you'll earn points for every one. If you can rack up 8,000 points, you'll get a 1-Up for each enemy you beat from then on, as long as Mario's Star power lasts. Now that's what we call a starring role!

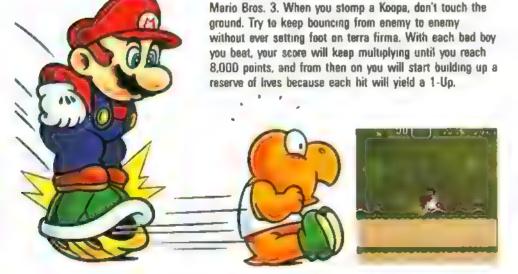






You might be familiar with this trick if you played Super

DON'T TOUCH DOWN



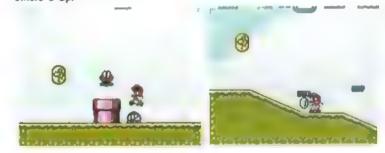
ENEMIES ADD UP



It's more difficult to make it to the Goalpost if there are lots of enemies blocking your path. It for it, though. You'll earn Bonus Points for ever active enemy that is on the screen when you actually pass through the posts. You can even lure more enemies to that screen by scrolling back and enticing them to pursue you.

FLIP THE SWITCHES

The gray P-switches turn Koopa Troopas into gray Coins. Collect as many Coins you can to score lots of points. If you score 8,000 points, any additional Coins y pick up count for extra Mario lives. The first earns 1-Up, the second 2-Up, and others 3-Up.



THE MAGIC NUMBER

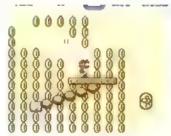
This trick is very tricky indeed. It requires you to match numbers from the Stars you earn breaking the final tape the time remaining when you complete the stage. If the tens digit of the number of Stars you got matches both tens and ones digits of the time left on the ticker, you'll get a 1-Up. For example, if you picked up 27 Stars breaking the tape at the final Goalposts, and you had 1 seconds left on the timer, you will earn that 1-Up. Whe That's a tough one to pull off!



SUPER MARIO WORLD

BASH THE BONUS BLOCK

The Bonus Blocks, which are marked with sters, might cough up a Com or a 1-Up. Count your Coins carefully as you collect them If you collect more than 30 coins in one course, the Block will yield a 1-Up. Otherwise, expect a single Coin when you bash the Block.





SAVE UP DRAGON COINS

If you follow a somewhat complicated sequence as you collect Dragon Coins in certain areas, you can earn lots of extra lives. Picking up five Dragon Coins in a single stage is worth a 1-Up, six are worth 2-Up, and seven are



worth 3-Up. The catch is that if you collect them in the wrong sequence, you'll never come across that many in one stage. You might have to leave some where they are, move ahead to pick up others, and backtrack to pick up the ones you left. Experiment to see how many you can find.

SECRET SEQUENCES

Don't get stuck in a rut. Take time out to explore! Try various routes through stages to see if there are special hidden items. There are actually more than ten 1-Ups in some stages, but you won't find them unless you follow particular routes.





OTHER SPECIAL FEATURES

SAVE THE DAY

When you discover how huge Super Mario World is, you'll be glad that you can Save your progress at various points. You can Save when you complete Switch Palaces. Ghost Houses, Fortresses, the Ghost Shio, and the Special

World If you want to Save even more often, return to the Donut Plains Ghost House with the Cape. Enter, then fly up and left to the ledge above. Run to your right and the special room with the 1-Ups, then exit and Save.



RETURN TO FAMILIAR TERRITORY

Use the stages you've already completed to your advantage. Once you finish an area, you can always go back to it. If you found special items or 1-Ups in an area you finished, go back and get them again when you need them.

It's easy to exit completed areas, too just press Start, then Select. Later, we'll show you where you can find special items and Power-Ups. You might also want to return to completed areas from time to time to make sure that you have explored the entire stage.



SCROLL STRATEGICALLY

Use the Left and Right Buttons to look forwards and backwards. This technique is especially useful in Fortresses and in underground caverns, where Swoopers often lie in wait. When you scroll ahead, you make them swoop while you're still a safe distance from them, Scroll back to bring more enemies to the area around the final Goalposts.





FRIED FOES

When you use fireballs to beat enemies, they become Coins that pay off in more ways than one. Instead of picking them up, if you let the Coins roll into the scenes ahead, they sometimes keep other enemies from appearing. If an area has lots of characters, the Coins can cause an enemy overload. If there are too many for one screen, the Coin will appear, the enemy won't.



RESIDENTS OF SUPER MARIO WORLD



The new World of Super Mario is inhabited by a mad menagerie of kooky foes. From caped Koopas to Dino Rhinos to Mega Moles, pesky critters crawl, creep, fly, swim bounce, slither and even tunnel into Mario's path—but a cape-able Mario can handle them all!

Mario's most famous foe, Koopa. Troopa, comes in four colors. A single stomp brings them out of their shells, a double gets rid of them for good.

WINGED KOOPA TROUPA



With wings, the red, green and yellow-shelled Koopas create confusion in the air but are good Yoshi food. Each shell gives Yoshi special power.

KUUPA WITHUUT A SHELL



Like hish out of water, Koopas out of shells are vulnerable, but they can still sneak up on an unwary Mario. A single stomp takes care of them

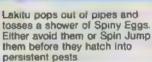
SUPER KOOPA

Caped Koopas aren't so super They may be able to fly, but one storng grounds them, a second wipes them out. Flashing Super Koopas drop feathers



This bone-chucking skeleton is bad news. He reassembles his skeleton after a simple stomp, but Mario can reduce him to a pile of rubble with a Cape Attack.

SPINY EGGS





A creepy crawler with a prickly personality, Spiny makes a point of sticking around when he's not wanted Do some damage to him with a Spin Jump.

CHARGIN' CHUCK



Helmeted and heavily padded, Chargin' Chuck is well protected. It takes three hits to sideline him. Watch out for his blitz don't get sacked!

SUMD BROTHER



This hot-tempered Hammer cousin perches on brick platforms and throws fireballs onto the ground below. Knock him off his Block between bursts.

AMAZING FLYING HAMMER

This Koopa has a magic touch and a disappearing act that keeps you guessing where he'll show up next. Dodge the spells he tosses your way!



Atop flying Blocks, this bro sits sedately and throws deadly hammers. Knock him off from below, then hitch a ride on the flying platform.

Hard-headed, grouchy Goombas have plagued Mario since his early days. He can stomp them once, then pick them up and use them for ammunition.



FLYING GOOMBA



When Goombas take to wings, they make air travel treacherous. Mario can stomp them with big leaps, and they also make a good meal for Yoshi.

Stomp the Paragoombas' open chutes to ground them When they drop, they drop in swarms, so be prepared to do some tap dancing on parachutes.

GOOMBA IN A BUBBLE



Just when you think that you've seen every Goomba imaginable, one floats down in a bubble. First you must pop the bubble, then stomp the Goomba.

RUZZY REFULE

Usually found in caves, Buzzy has a rock-hard shell that's tough to crack. Stomp and kick him out of the way or use one super Spin Jump.



SPIKE TOP

Spiky armor protects these little tank-like creatures, and all-terrain traction takes them up and over obstacles. Spin Jump to avoid damage

This bunch of bones is really a petrilied beetle with a bad attitude Stomp him to stop him briefly; use a Cape Spin to get rid of him for good



LAKITI



Lakitu has his head in the clouds. He throws out Spiny Eggs, but if Mario can avoid the eggs and beat Lakitu, he can take the cloud for a ride.

FISHING LAKITU



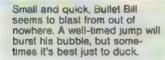
This clever angler tries to lure Mario with a 1-Up Mushroom. If Mario takes the balt, though, Lakitu starts throwing those miserable Spiny Eggs.

LAKITU IN A PIPE



Not all Lakitus live in clouds Some Inhabit pipes, but they have the same bad habit of pitching Spiny Eggs. When one pops his head out, stomp!

BULLET BILL





BANZAI SILL

This mutant built doesn't show up very often, but when he does, it's a sudden appearance. If you can't find a niche to hide in, try to stomp him.



TORPEDO TED

Soda Lake is Ted's domain. The seldom seen torpedo fires with deadly accuracy, so do whatever you can to stay out of his lethal line of fire



SUPER MARIO WORLD



Not much for adventure, Blurp moves back and forth, always on the same path. If Mario can't swim around the slow-moving fish, he has to stome them.

FISH IN BUBBLES



Bubble Fish bob about, protected by their bubble cases. You'll have to pop their bubbles and hit them while they're unprotected.

CHEEP CHEEP



Cheep Cheeps claim that diving masks improve their underwater vision. That might be true, but they don't stray off their set path to explore

PORCUPUFFER

An overstuffed blowtish with an inflated opinion of himself, Por-cupulfer thinks he owns the ocean. Avoid him or upend him with a Cape Spin.

For another prank, Boo Buddies

bounces around in search of a

team up to form a snake that

victim. Sneak by when it



Talk about cranky! Asleep, Rip Van Fish is harmless. Wake him, though, and you'll have to hightall it out of there before he can hunt you down.



This finny fossil follows a straight and narrow path. He's slow but deadly if you dare to step into his territory at the wrong time.





Even the Big Boo needs a buddy but his side-kick is a baddy. Boo Buddies can haunt you down and give you the boot before you can say boo hoo



These Boos are big bullies! They circle around, waiting for you to get impatient and make a mistake. Wait for the right moment to make a move

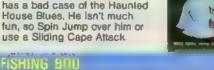


Sometimes lots of Soc Buddles hang out together, appearing and disappearing at will. Their untimely appearing acts make jumping dangerous



Ghost Blocks or Boo Buddies? When they're Boos, they follow you If they become Blocks in just the right places, they're

This ghost is beyond sad-he



bounces away



The giant Ghost House host isn't very hospitable. Use the Blue Blocks for ammo. Throw them up at him to send him haunting elsewhere

actually helpful

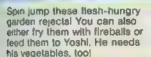


As they sweep through Ghost Houses, Eeries can catch Mario off guard. He can't beat them, but he can jump them or stop them with a Spin Jump



Fishing Boo floats above, just out of reach, dangling wisps of ectoplasm from a ghostly rod. Don't take the balt! Just keep right on running

JUMPING PIRANHA PLANT





PIRANHA IN A PIPE

Some Piranha Plants pop down out of Pipes. Their vines block your path completely, so wait for them to retreat before you continue.

MUNCHERS

They look like clams from the dark side, but they're really Mario-munching menaces Don't make Mario their next meal! Jump them or ride Yoshi.



DINO RHINO



Big but nearsighted, Dino Rhino looks more dangerous than he is. Mario can easily evade the big lug, but he also can slomp him down to size

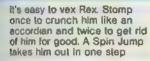
AINI-DING



Mini-Dinos have hot tempers and foul breath. They shoot jets of fire when they're not moving, so when they stop, get ready for a heat wave.



Blargg gets hot under the collar when intruders enter his cavern. He pops up out of the molten lava and Iries to snatch you off your skull raft.



Dwelling deep within a dark fortress, Reznor feeds on fire and rests on rotating platforms. Avoid the fireballs he spews

and bump him from below



Mega Mole may have bad eyesight, but his Mario-seeking radar is keen. Mario can actually put him to good use hop right on and hitch a ride





Small but persistently pesky, Monty Moles pop suddenly out of the ground and pursue Mario wherever he goes. Flatten them with solid stomps



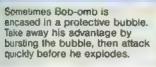
Don't let Bob explode near you! Kick him away or pick him up and throw him Don't carry him for too long, though, or you'll be seeing stars.

PARABOME



Part of the airborne attack unit, Parabombs fall from the sky to attack on land Take them out before they light by attacking their parachutes

BUBBLE BOB-OMB





Although he usually follows a fixed path, this deadly disc has been known to jump the tracks on occasion. Spin Jump for your own protection.

Chainsaw is a blade gone bad with a mind set on massacre He follows a set course, so Mario can watch for him and hurdle when he comes near





Fuzzy things are usually cuddly, but this frendish furball means trouble Yoshi likes to feed on Fuzzies, so take him to Fuzzintested areas



The Big Bubble bounces along flattening anything in its path Mario can either Spin Jump over it or use the Sliding Cape Attack to beat it



The giant steel balls that Bowser throws from the Clown Ship are impossible to beat. Stun them by hitting them with well-timed Spin Jumps

Huge Bail 'N' Chains guard the hallways in some of the fortresses. The gigantic spiked Balls are deadly, but you can run through the Chains



A stone with motion sensors, Thwomp crashes to the ground when anything tries to pass beneath him Wait until he's on his way back up to cross



Thwomp's young cousins, Thwimps are chips off the old block. They, too, drop from above. After crashing, they stay on the ground, jumping around





Urchins are as dangerous as underwater mines. They move slowly up and down or back and forth, but one touch will blow Mario out of the water



This spiked ball floats on the surface, ready to burst the bubble of any super hero who lands on its prickly coat of armor Spin jump, quick!





Being cooped up in Bowser's Castle has driven the Mint-Ninja batty. He bounces up and down, waiting for a hapless hero to use for a punching bag

Aptly named, Pokey sidles slowly sideways, puncturing whatever he touches Take him down a notch with a shell, or use Yoshi to eat him up



It looks harmless enough-that is until it erupts, spewing flam-ing fireballs straight up. Dodge the fire and maneuver Yoshi In for a hot meal.



if Mario treads in its territory, this cranky cave-dweller divebombs from above, hoping to silence the noisy intruder Thump It on the head





Wiggler, who slowly winds his way through life, isn't a great threat. If Mario lands on his head, though, he gets mad and turns beet-red



This little sizzier lurks in fortresses, waiting to turn up the heat when Mano arrives. Hotfoot it on out of there before he aets to you



Everybody knows that Hotheads have bad tempers. Cooler heads will prevail. It's best to just avoid this short-fused foe by jumping over him

Lava often bursts into bubbles when it reaches the boiling point Wait until they begin to fall before you try to leap over them to safety



In the bonus stage lives a flaming serpent that leaves a trail of fire to ensnare Mano. Avoid direct contact and jump for unscorched ground

As if his Koopalings weren't bad enough, Bowser created robot Koopas to serve as his ultimate guardians. These mechanical wonders are heartless!





Bowser has statues of himself stationed in his castle. This gray stone likeness can't move, but it can spit fire if Mario gets close enough



How vain can Bowser be?! Another statue, this one gold, awaits visitors. This one doesn't spit fireballs, but it can move and pursue Mario



This is actually a finny friend. not a fee, in some water stages, Mario can keep out of hot water by hopping aboard and riding to higher ground

icky iggy thinks he's the boss of Yoshi's Island. He sits on a sinking ship, spitting lire at Mario, who has to knock him Into the drink



Bad boy Morton controls the

Donut Plains Fortress. He's more talk than action. Reaching him is no cake walk; beating the big mouth isn't so tough



Lame Lemmy, pretender to the thrown of the Vanilla Dome For-Iress, has two henchmen with him. You have to hit Lemmy, but which one is he?





Ludwig strikes a sour note in the Cookie Mountain Fortress. Mado must hit him as he's spitting fireballs to do any damage to the hard head



LARRY KOOPA

Randy Roy climbs the wallsand walks on the ceiling, too-alming to make Mario his landing strip, and all the white, the walls are closing in.



Bowser's Heli Is a clown gone crazy with a maniacal madman at the helm And with him, he has a flendish bag of tricks to play on our hero. As he hovers overhead, Bowser throws gigan-

tic bowling balls and handfuls of Mechakoopas. Can Marlo turn the tables and brain Bowser with bashed mechanoids? It's his only hope as the twisted Clown Ship closes in!

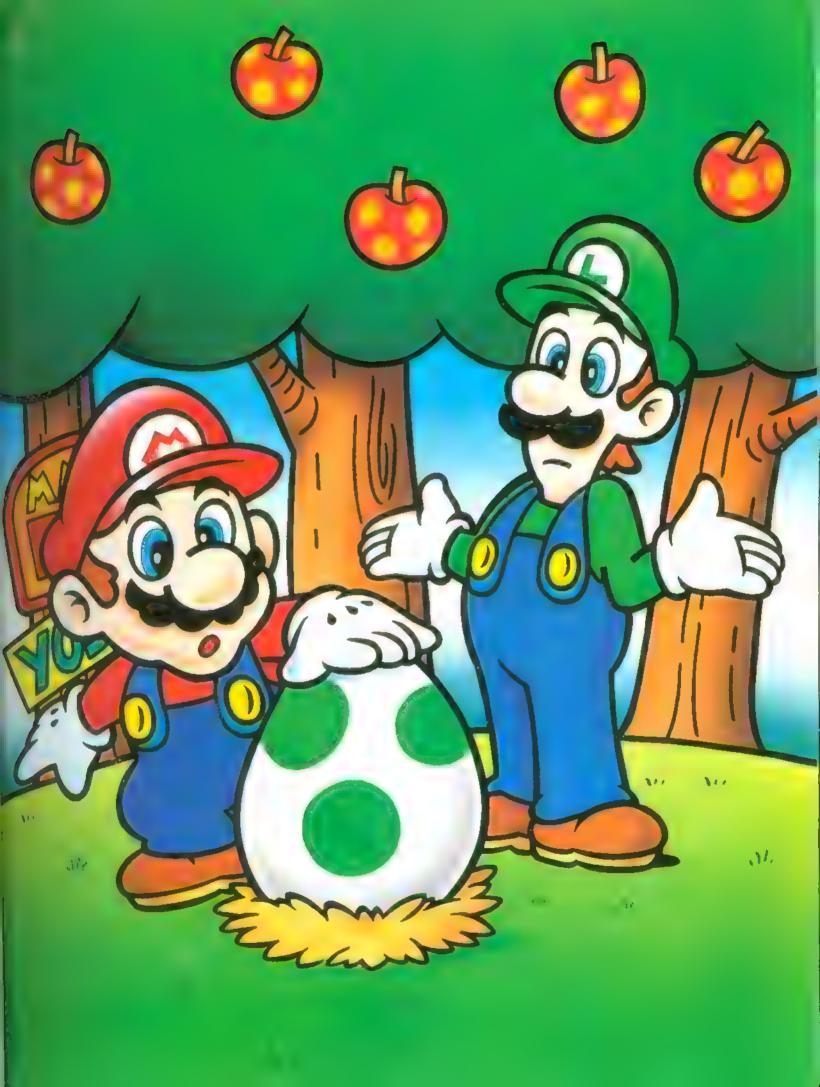
DY 8. KOO

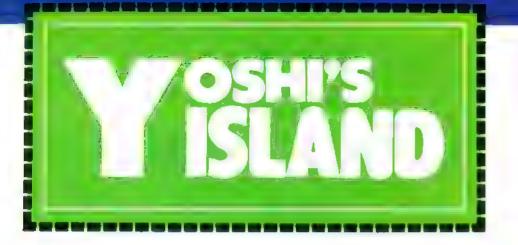
The only Koopalette, Wendy O. pops out of pipes with two decoys. You'll have only a moment to identify the real Wendy and bop her on the



Alone on his island in the bubbling lava, Larry spits fire and walts for a challenge Mano is just the fire fighter to give Larry the boot







SUPER MARIO WORLD

ROUTE GUIDE

TO DONUT PLAINS

TOP OF THE ISLAND

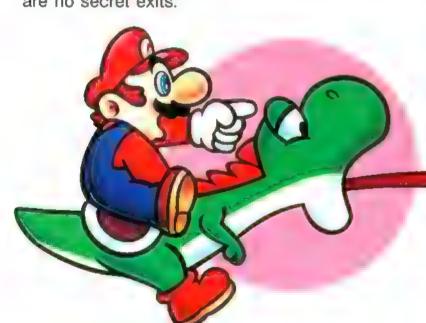




Bump the Block in Yoshi's house to bring up the message, then head outside to begin your search of the Island.

MARIO'S NEW ADVENTURE

As the game begins, Mario finds that Yoshi's home is empty. A message tells you that Yoshi is trying to help his friends who were captured by Bowser. Mario's first task is to find Yoshi somewhere in the six areas of Yoshi's island. He'll have to run and stomp, but it shouldn't take too long, because there are no secret exits.







Yoshi is overjoyed at being saved, but now he needs your help to find his pals.



COURSE DATA

COURSE	TYPE	DIFFICULTY	TIME	MIDWAY GATE	STANDARD EXIT LEADS TO	ECRET EXIT LEADS TO	SAVE	T-UP	POWER-UPS	PAGES
YOSHI'S ISLAND 1	FIELD	*	300	YES	YELLOW SWITCH PALAC		NO		\$	p.56~57
YOSHI'S ISLAND 2	FIELD	*	400	YES	YOSHI'S ISLAND 3		NO	*	3	p.56~57
YOSHI'S ISLAND 3	OBSTACLE COURSE	*	300	YES	YOSHI'S ISLAND 4		NO			p.58~59
YOSHI'S ISLAND 4	OVER WATER	*	300	NO	#1 IGGY'S CASTLE		NO	*		p.58~59
YELLOW SWITCH PALACE	SWITCH PALACE	*	200	NO			YE\$			p.60
#1 IGGY'S CASTLE	CASTLE	*	300	YES	DONUT PLAINS 1		YES			p.60~61

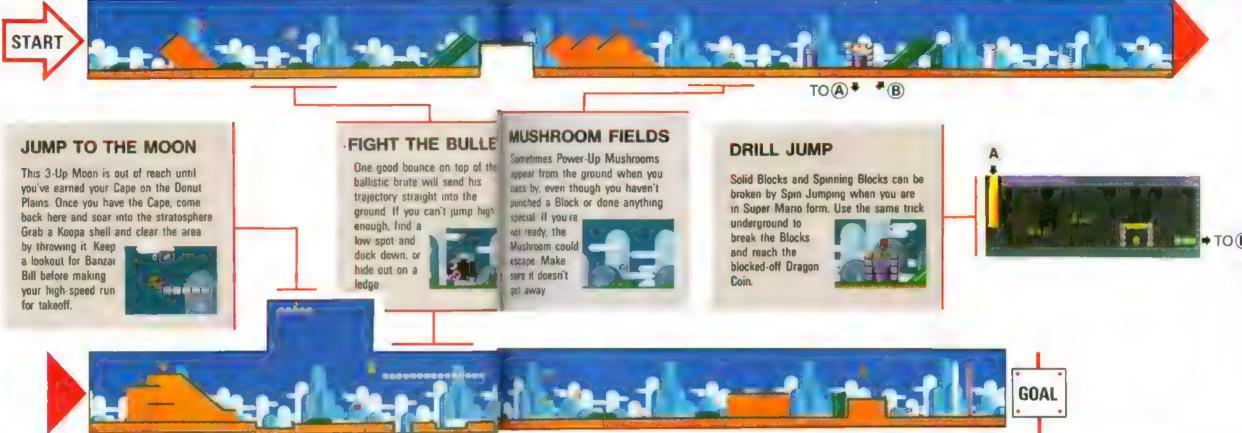
Don't miss the Yellow Switch Palace. If you go there, your trip will be easier.





Double stomp the Rexes and duck Banzai Bill as you head toward the Yellow Switch Palaceyour first goal. If you hit the Yellow Switch, the hollow yellow Blocks become solid, making your journey easier. The biggest secret is going down the pipe to area A of the map. Be sure to use your Spin Jump to bust the Blocks, then get the Dragon Coin. Hit every Message Block and read the clues.







Meet Yoshi for the first time, then hop into the dino saddle and ride off to glory. Monty Mole, Chargin' Chuck and a host of Koopas make it a tough ride, but Yoshi can help by eating many of the enemies.





SPEED CHASER

points. You'll also earn five

1-Ups.

You can use turtle shells as effective weapons. especially in crowded areas like this with long stretches of flat ground. Grab the shell, throw it, and run after it using the Y Button for extra speed. As the shell knocks over the enemies, you'll earn mass



... 6 .. 121.2211111

HELLO YOSHI

Hrt the Block and an egg appears, then Yoshi breaks free





* (B)

1-UP, UP AND AWAY

There are two great ways to reach the 1-Up Block, First, grab a gray Block and throw it upwards by making Mario look up while releasing the Y Button. Second,

jump using Yoshi, then Spin Jump off his back. You should be able to reach the 1-Up Block.



THE SHELL GAME

Earn almost endless 1-Ups by continually knocking a turtle shell against the step. The trick is to use Mario's Cape Attack to send the shell flying. When the shell ricochets off the step, use the Cape Attack. Mario spins and his Cape whacks the shell, sending it back against the step.

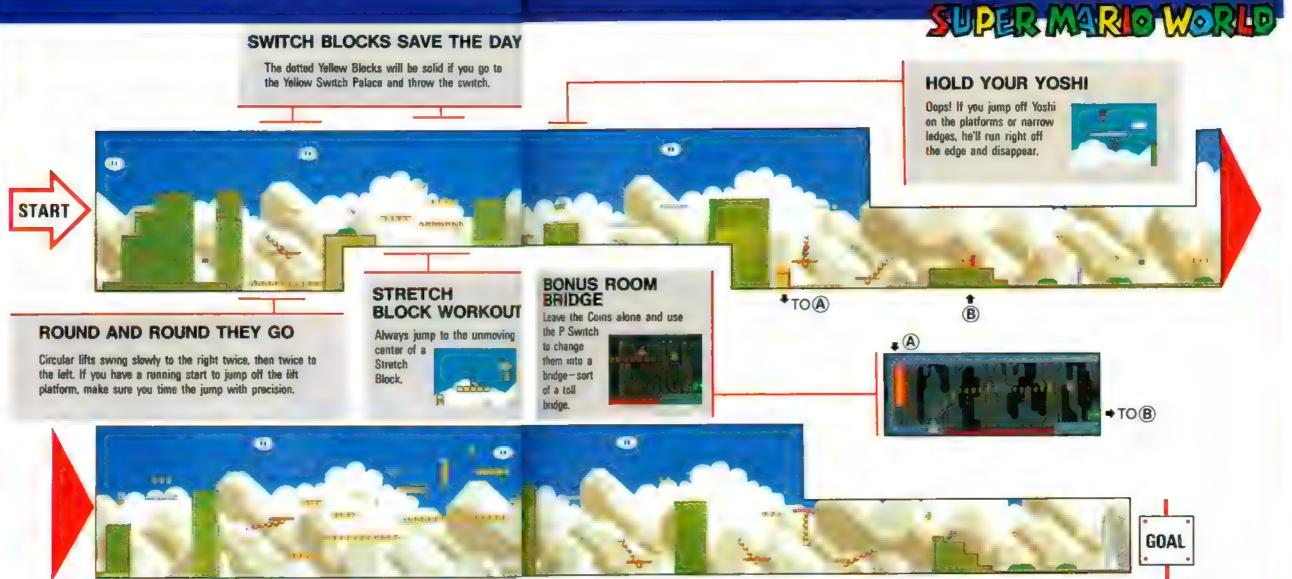


+TO(A)





Lifts of all kinds are found herecircular lifts, elevator lifts-you can even get a lift on Yoshi's back. Giant gaps and dead ends are why the lifts are necessary, but they also provide good practice for tougher lifts later in the game. Although none of the lifts are particularly difficult to reach, it is easy to misjudge distances. Take Yoshi along so you can double jump off his back using a Spin Jump if you miss a lift, Also be prepared to meet Koopas and Koopa Paratroopas, and don't forget to collect Coins.





This is the first washed up world of the game. Mario can run, hop and jump through most of it, but there are

and really cruise.

places where he will get wet. Jumping Cheep Cheeps, giant turtle shells and floating Mines make the area a challenge. Don't let Mario sink too far or he might not ever come back. About midway through, you can become invincible with a Super Star

START

YOSHI GOES VERTICAL

Double jump using Yoshi and a Spin Jump to reach the mountain top. When you hear a mushroom sprout, jump down and grab the 1-Up.



STAR SPRINT

Once you become Super Star Mario, nothing can harm you as long as the area around you sparkles. If you bowl over enough enemies, you'll get a 1-Up. The invincibility won't last forever, though.





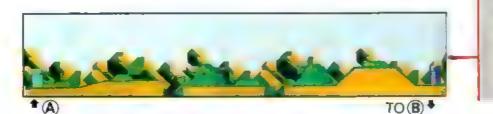


TO THE

GOAL



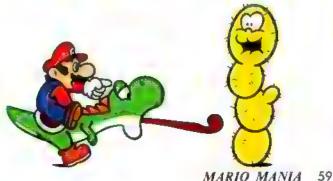




POKEY SNACKS

Pekey isn't going anywhere fast, but his prickly thorns make him a dangerous enemy. If Yoshi is with you, he can gulp down the cactus-like creature. If Marie is alone, he'll have to jump over Pokey. Use a running jump to clear the cactus.









COIN HEAVEN

Hit the P Switch

Coins. You have

about ten seconds

and the room suddenly fills with



Switch Palaces are where you find the Switches that fill in the hollow, colored blocks. If you activate all four Switches, getting through the game is much easier. Grab 100 Coins in the Yellow Switch Palace for a 1-Up before moving on to the Switch. When you reach the Switch, just iump on it.









SWITCH HITTING

The Switch Palace Switches make the hollow, colored Blocks turn solid. When the Blocks are solid, you can run on them, jump on them, and even get items out of some of









(p.68)

COLOR YOUR WORLD

Many of the hollow Blocks are positioned over wide gags or form stairways to hidden areas. Without these Blocks, you must fly or use other difficult-to-perform techniques. You might have to return to an area after throwing a Switch later in the game



YELLOW AND GREEN = GOOD STUFF

SUPER MARIO WORLD

Not all colored Blocks are as hollow as they seem. Once they have been turned into solid Blocks, the yellow and green Blocks have items inside Red and blue Blocks, however, have nothing inside.



MUSHRO



NO ITEMS





Koopas on fences with lava pools below make Iggy's Castle a dangerous place. You'll have to learn how to switch from one side of the fence to the other to avoid crawling Koopas, and how to stomp while on the fence. Watch out for the speedy red Koopas and the lava bubbles. Later on you'll find giant columns that crash down from the ceiling and stretch Blocks that could dump Mario down a hole. Iggy Koopa is in the final room, on a teeter tottering turtle shell in a pool of lava. You'll have to knock him off.

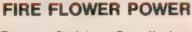


CEILING STOMPERS

Wait on the left side of the first ceiling column as it smashes down. The screen won't scroll fast enough for Mario to reach



the right side. After that, Mario can run columns or duck into pits where he can't be stomped.



...

The center Block has a Power-Up that becomes a Fire Flower if you hit the P Switch as Super Mario. Watch out for the Koopas on the

fence. If they're on the opposite side of the fence. Mario is safe until they cross over to Mario's side.





fence isn't easy. If the Koona is on the same side as Mario, stomp on it from above. When the Koopa is on the opposite side, Mario can punch it by pushing the X or Y Button, Knock off eight Koopas to earn a 1-Up.

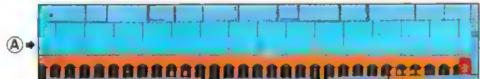


IGGY KOOPA ROCKS AND ROLLS

Iggy is on a tipsy turtle shell, shooting fire balls at Mario. When you stomp Iggy, he'll slide down the slope of the shell. Three stomps in the same direction should send Iggy into the lava.







TO IGGY T ROOM



SUPER MARIOLOGY

SEE MARIO RUN

Mario's number one activity in all the Super Mario games is running. He spends more time running than anything else. But the Mario characters in equal when it comes to speed.



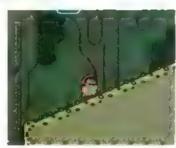
MARIO MAXED OUT

In the first three Super Mario games, running is controlled by pushing the Controller left or right while the B Button is held down. In Super Mario World, you push the X or Y Buttons on the Controller for Mario to reach top running speed in 155 seconds, or the distance of 11 Blocks.



MARIO ON THE MOUNTAIN

Like most of us. Mario walks downhill faster than he walks uphill. For you trivia buffs, we calculated the differences between his walking and running speeds, both uphill and down. When he runs uphill at top speed, he goes 2.5 times faster than he does when he walks up. Downhill, he runs 1.2 times faster than he walks.



50 BLOCK SPRINT

The chart below shows how fast Mario can cover a 50-Block distance from a dead stoo in each of the different games. The B or Y Buttons were used over a flat course.

SUPER MARIO BROS.





SUPER MARIO RROS. 2







SUPER MARIO BROS. 3



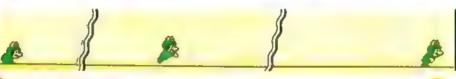


WORLD





FROG SUIT MARIO SUPER MARIO BROS. 3







SUPER MARIO WORLD

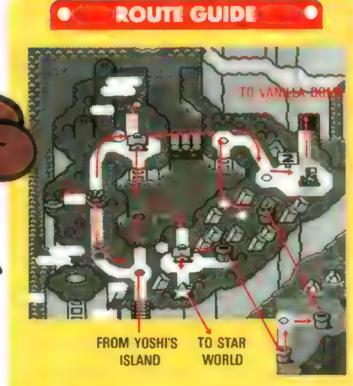
DONUT PLAINS

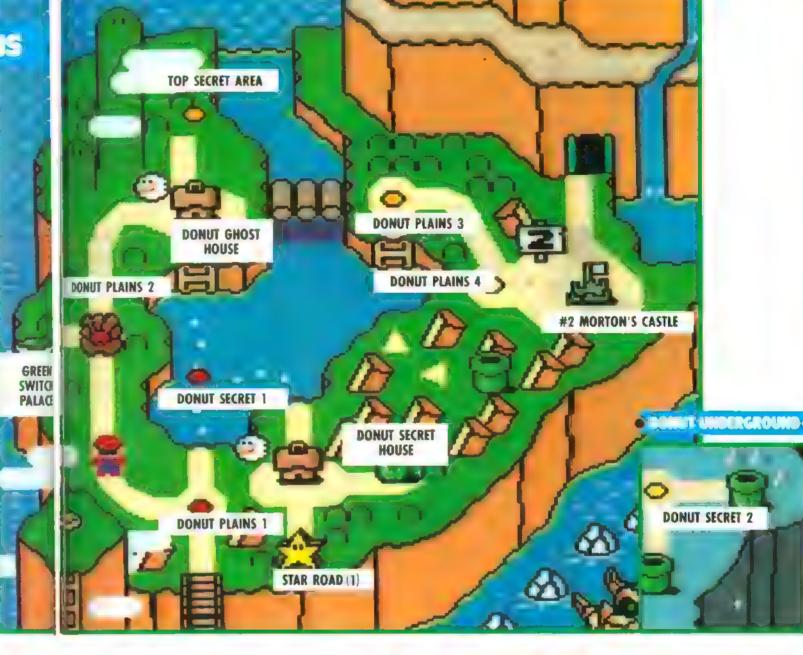


CAPES AND KOOPAS

Donut Plains is the first large area with multiple exits and secret areas. The most useful of all secret areas is located here-a place where you can earn unlimited 1-

Ups, and get Capes, Fire Flowers and Yoshi! You'll wander through a Ghost House where you can save your progress, find a passage to the Star World, learn to fly, venture underground and meet Morton Koopa.





COURSE DATA

COURSE	TYPE	DIFFICULT	TIME	MIDWAY G
DONUT PLAINS 1	FIELD	**	400	YES
DONUT PLAINS 2	UNDERGROUND	*	400	NO
GREEN SWITCH PALACE	SWITCH PALACE	**	200	NO
DONUT GHOST HOUSE	GHOST HOUSE	**	300	NO
TOP SECRET AREA	BONUS	*		NO
DONUT PLAINS 3	OBSTACLE COURSE	**	300	YES
DONUT PLAINS 4	FIELD	**	300	YES
DONUT SECRET 1	UNDERWATER	**	300	NO
DONUT SECRET HOUSE	GHOST HOUSE	**	400	NO
DONUT SECRET 2	UNDERGROUND(ICE)	**	300	NO
#2 MORTON'S CASTLE	CASTLE	**	400	NO

JANOARO EXIT LEADS TO	SECRET EXIT LEADS TO	SAVE	I-UPS	POWER-UPS!	PAGES
DONUT PLAINS 2	DONUT SECRET 1	NO		.*	p.66~67
CONUT GHOST HOUSE	GREEN SWITCH PALACE	NO			p.66~67
		YES			p.68
CONUT PLAINS 3	TOP SECRET AREA	YES			p.68~69
		NO	*	* × ·	p.69
CONUT PLAINS 4		NO		, N	p 70~71
2 MORTON'S CASTLE		NO	*		p.70~71
CONUT GHOST HOUSE	DONUT SECRET HOUSE	NO	***	<u> </u>	p.72~73
DONUT SECRET 2	STAR ROAD (1)	YES			p.72~73
DONUT PLAINS 3	·	NO	*		p.74
VANILLA DOME 1		YES	*		p.75





This is where Mario earns his wings. Mario can practice flying with the Cape in an area where a cache of Coins is there for the taking. Super Koopas and Chargin' Chuck wait for you in the regular area. Stomp the flashing Super Koopas to get a Cape and fly up to a hidden Key.

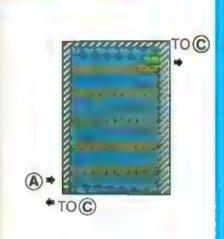






Jump over and around the Block from right to left in order to earn a hidden 1-Up. The Chargin' Chucks make it tough, 1-UP JUMP so try to stomp them before making the jump.

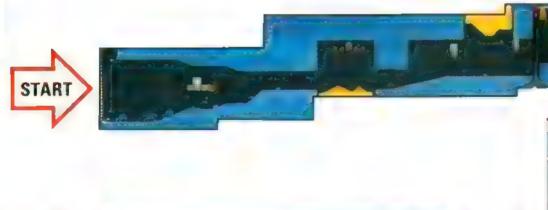
KEY STONE HOPS How do you get the hidden Key? If the Green Switch has been thrown, just run up the Blocks. You can also fly. Stomp Chargin' Chuck then fly up to the left GOAL and back to the right.





TO(C) #

Mario heads underground for this stage. There he'll meet an assortment of unfriendly Koopas, Swoopers and ceiling columns that plunge down from above. Don't miss the hidden Key that reveals the Green Switch Palace!





TO THE **GOAL**

ARTO DE MINISTER PIPE UP This hidden Key is well off the beaten

path. Jump up from the rising column, then pop up through the second green pipe to reach the secret area. You can fly up to the Key or use a Vine.



+ TO A



THE KEY IS THE VINE





TO THE GOAL

DONUT PL

PIZS

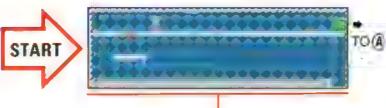




Inside the Green Switch Palace you'll find a lot of Koopas, which means 1-Ups if you bop enough of them. For the record, Super Mario World is easier to play than SMB 3 once you activate all four switches.









Get Power-Ups, Yoshi, Capes, Fire Flowers and 1-Ups in the Top Secret Area. Use the directions below in the Ghost House to reach it.





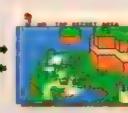




INFINITE 1-UPS

Hit the middle Block to rescue Yoshi, then exit the area and enter it again. Every time you return and hit the middle Block, you'll earn a 1-Up. Extra 1-Ups will be lost if you turn off the game, even if it is saved.





The Donut Ghost House is the path to the Top Secret area and it has its own valuable secret. You can save the game whenever you wish by taking the upper route and the door to the far right! Inside, you'll find countless Boo Buddies, hidden Vines and other super natural secrets like a bonus room with a Control Coin.



* TO(A)

TO THE **GOAL**

TO THE GOAL

DOOR CHORE Hit the Block in the floor twice to escape the Ghost House. The first time, a P Switch to the Control Coin

room appears. The second

time, a Vine grows up to the

A SUPER SAVER

Fly through the gap in the ceiling and run to the right. Dutside, the Top Secret Area is revealed.



TURTLE UPS Grab the shell, turn and

replace it. When the Koopa below is to the

right, hit the P Switch

and follow the shell for

a 1-Up.

COIN COLLECTING

Control Coins move in the direction that Mario faces and they stop as soon as they hit something like a wall or Block.



GHOSTLY 1-UPS

In order to get four 1-Ups, hat the first and second Blocks first. Collect the ghostly 1-Up mushrooms that appear, then hit the third and fourth Blocks and collect those 1-Ups.





* (C) * TO (B)

DOOR LORE

Hit the Block, get the P Switch, then hit the switch to reveal a door leading to the Control Coin room.



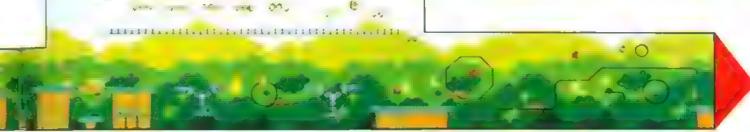






Variety is the name of the game. Triple Swing Lifts and Pulley Lifts carry Mario through the forest where Koopas and Fuzzies dwell. Be sure to visit the platform of clouds above the trees.





YOSHI TAKE-OUT

Fuzzies are no danger if you're aboard your faithful Yoshi. He can eat and stomp them while you ride in safety. It's a good idea to bring your green pal along on this trek.



A SECOND CHANCE

TO (A) +

If you missed the pipe that takes you to the secret area, you can reach it from the right circular lift by hopping onto the back of a Paratroopa that approaches from the left.



(B) #

TO(A) # 18

YOSHI IN THE SKY

Yashi can chow down on the blue Koopa on this platform and then fly using the B Button. Watch out, though. After he swallows the shell. Yoshi drops like a stone.

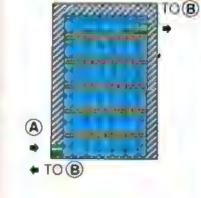


TO(C) .

ON OR OFF?

The Pulley Lifts that are operated by GN/OFF switches will continue their same motion until the switch is hit. Once the switch is OFF, the lift moves along a new path.







Pipes that move and dinosaurs that fly, that's what's in store for you in Donut Plains 4, plus much more. Roulette Blocks show up for the first time-a great way to get a Super Star or other useful items. The Amazing Flying Hammer Bros, will try to knock your block off, but if you can knock them off their Blocks, Mario can get a boost.

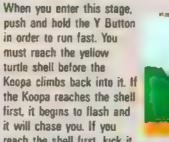


D .

U-PICK ITEMS

To get the item you want out of the Roulette Blocks, you must hit the symbol that appears before the one you want. Use the Cape Attack or Yoshi's tongue to get items when Roulette Blocks are on the ground. When the item

appears, run after it to keep it from getting away.



RACE TO THE SHELL

push and hold the Y Button in order to run fast. You must reach the yellow turtle shell before the Koopa climbs back into it. I the Koopa reaches the shell first, it begins to flash and it will chase you. If you reach the shell first, kick it.

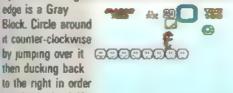
124



SECRET 'SHROOM

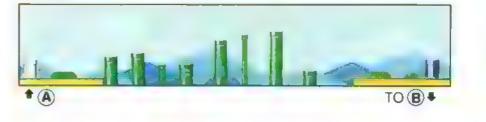
Don't forget to grab the 1-Up mushroom on the hidden cloud level. To reach the clouds, fly up with the Cape or Yoshi, who must eat a Blue Shell to fly. At the far right

edge is a Gray Block. Circle around rt counter-clockwise then ducking back to the right in order to release the 1-Up.



GOAL

GOAL









The first truly watery world pits Mario against Rip Van Fish and friends. Although Rip is sleeping, as soon as Mario passes him, the finned foe swims after Mario in swift pursuit. Skillful maneuvering is required late in the stage to get the Key and open up the route to the Donut Secret House. There's also a special area where Mario becomes Balloon Mario and floats up to a 1-Up.







SWIMMING WITH SWITCHES

Move the P Switch close to the row of Blocks that contain the Key Block, then hit the switch so the Blocks become Coins. Now you can punch the Key Block from below, get the Key, and swim to the Key Hole to open a secret exit.



DRIP DRY DRAGON COIN Although you can't see the Dragon Coin

above this rock. Mario can jump out of the water, run to the right and collect st. Although Mario can't be seen once he is on top of the rock, keep moving to the right and in a short time he will

plop back into the water, Most rocks at the top of the screen. however, do not have this type of secret passage



BRING A SHELL

Here's another way to add to Mario's life with unlimited 1lies. In the secret chamber where Mario becomes Balloon Mario, you can get an empty shell. Bring the shell back to the nerrow gap in the water area where the Dragon Coin is located. Drop the shell into the gap and it bounces back and forth

TO(A)



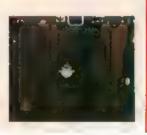
BUMPER TURTLES

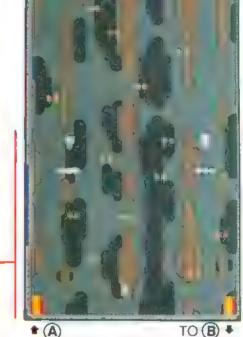
Earn more 1-Ups by bringing a shell to the ledge with two Grey Blocks and the snoozing Rip Van Fish. You have to be regular Mario to fit in the narrow passage. Drop the shell between the Blocks and bounce off it.



BALLOON MARIO

Hrt the Block and take the P Balloon, then float upwards on the left side. Get the second P Balloon to keep Mario inflated as you drift toward the right side of the ceiling where the 1-Up is located







Circling Boo Buddles and Big Boo haunt Mario's

steps throughout this house. You'll also find a

Control Coin room and a repeating series of rooms

won't be easy. A special Big Boo waits at the end of





UNBLOCK THE DOOR

The five Coins form the outline of a door that will appear if you hit the P Switch.

To get to that door, first collect at least two of the Coins on one side, then hit the P Switch.



TO SIC SOO

THE BIG BOO HOO

This time, you can defeat Big Boo by hitting him with three Blocks. Although Big Boo isn't dangerous, the Boo Buddles will do their best to stime Mario, Act quickly so the Boo Buddies don't have time to close in.





with a trick exit. Spring Boards, Vines and P Switches help you get where you want to go, but it

Use the P Switch near the door in the air, but instead of going through the door to the Control Coin room, hit the Block directly above the door, A

Vine will grow up to the ceiling, leading you to a very special Big Boo that can be attacked and defeated.

TWO ROUTES TO GO











TO THE GOAL

COIN CONTROL

the stage.

Hit the P Switch near the door that floats in the air to make Blocks appear beneath it. That door leads to the Control Coin room. Using the Control Pad, you can fill the screen with Coins. If the Control Coin hits an enemy or object, it will stop. Don't waste too much time here.



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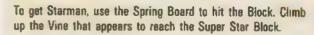






One misstep could land Mario in a bottomless crevasse, but there are secrets to be found here as well as danger. Visit a sunny world where Balloon Mario collects Coins before returning to the ice cave.

STAR IN THE ICE FALLIES







STARRING POWER

Hit this Block while Starman power is still with you so your invincibility lasts longer.



BE A PARA-TROMPER

Hop on the top Paretroopa and keep hopping. When they are all defeated, press Right, You'll earn a 1-Up,









THE GOLDEN AGE OF BALLOONING

In this secret area you can grab a P Balloon and become Balloon Mario. Float about collecting Coins until you reach the far end.





MODE

MORTON'S

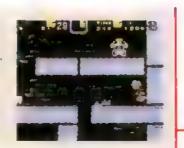
Morton's Castle is a tall tower of terror. The walls keep moving while Thwomps crash down from above. To make things worse, there spikes and are Koopas and Ball 'N Chains guarding the narrow ways. Watch out for passages that suddenly close like a vice and prepare to meet Morton.

* TO (C)



INSTANT 1-UP

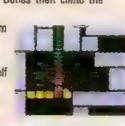
After climbing this far, you deserve a break. Take a detour to the right ledge where Mario can collect a 1-Up Mushroom that appears out of nowhere. It will only appear once, so if you pass the area again during the same game, it won't be there.



★ TO(C)

DRY BONES AND 1-UPS

Turn those Dry Bones into 40 1-Ups. Stomp Dry Bones then climb the Vine and wait for him to revive. When he pulls himself together, stomp him



ground, he'll charge at you.

FALLING FOR MORTON KOOPA

Morton's been stuck in his room so long that he's literally climbing the walls and cailing. He'll try to jump on you from the ceiling, but you can avoid him by running at top speed using the Y Button. When he's on the

again.





THE SECRET COIN

In Donut Plains Secret 2 with Yoshi, eat a Shell, spit it at the Block and eat the first Coin so the music speeds up.







SUPER MARIOLOGY

THE CHARACTERS



SUPER MARIO BROS. SUPER MARIO BROS. 2

SUPER MARIO BROS. 3 SUPER MARIO WORLD

MARIO

Regular Mario has changed in subtle ways. For instance, only the regular Mario in SMW can make the ducking motion of a Super Mario.









SUPER MARIO

Although Mario seems to have put on a little weight during the SMB2 period, he's back in fine stomping shape for SMB3 and SMW.









The Princess's only active role as a character was in SMB2, where she was a super jumper. She appears only at the end of other SMB games



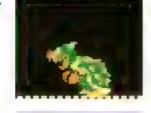






BOWSER-

Bowser, the arch villain of the Mushroom Kingdom, has became a much more detailed monster in the last two games of the series











CHANGING EXPRESSIONS

This could be the most familiar face of all. You see this expression when Mario is stomped.







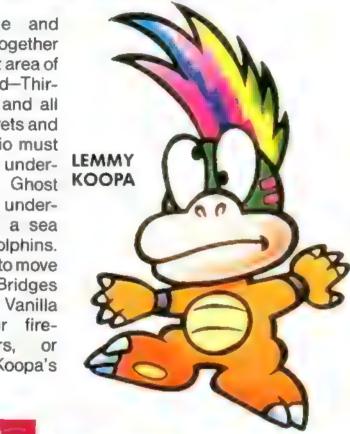




TANILLA COME

THE BIGGEST WORLD OF ALL

The Vanilla Dome and Vanilla Tableland together make up the largest area of Super Mario World-Thirteen stages in all, and all with numerous secrets and dangers. Here Mario must navigate through under- LEMMY water worlds, Houses, a fortress, underground caves and a sea filled with helpful Dolphins. There are two ways to move on to the Twin Bridges area: through the Vanilla Fortress and four firebreathing Reznors, or through Lemmy Koopa's Castle.



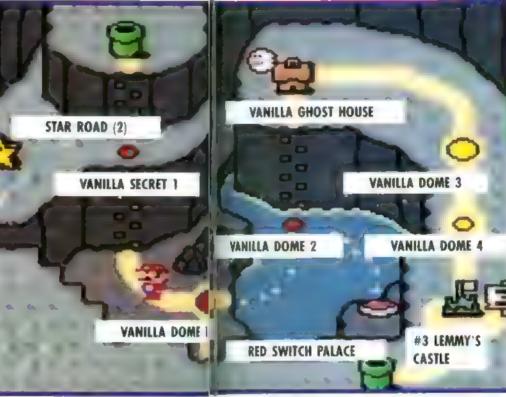


You'll find all sorts of worlds in the giant Vanilla Dome.



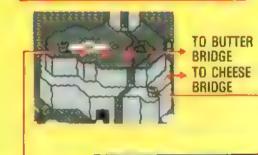
Earn up to 54 1-Ups in Vandla Secret 2.

VANILLA DOME





ROUTE GUIDE



TO STAR WORLD

FROM DONUT PLAINS

COURSE DATA

COURSE	TYPE	DIFFICULTY	TIME	MIDWAY GATE	STANDARD EXIT LEADS T	CHET EXIT LEADS TO	SAVE	1-UP	POWER-UPS	PAGES
VANILLA DOME 1	UNDERGROUND	**	400	YES	VANILLA DOME 2	VANILLA SECRET 1	NO			p.80~81
VANILLA DOME 2	UNDERWATER	**	300	YES	VANILLA GHOST HOUSE	-ED SWITCH PALACE	NO		2	p 80~81
RED SWITCH PALACE	SWITCH PALACE	*	200	NO			YES			p.82
VANILLA GHOST HOUSE	GHOST HOUSE	**	400	NO	VANILLA DOME 3		YES		<u></u>	p 82 83
VANILLA DOME 3	UNDERGROUND	**	400	YES	VANILLA DOME 4		NO			p.84~85
VANILLA DOME 4	OBSTACLE COURSE	***	300	YES	#3 LEMMY'S CASTLE		NO	**		p86~87
#3 LEMMY'S CASTLE	CASTLE	**	300	YES	CHEESE BRIDGE AREA		YES			p.86~87
VANILLA SECRET 1	UNDERGROUND	**	300	NO	VANILLA SECRET 2	star ROAD (2)	NO		0	p 88 q
VANILLA SECRET 2	FIELD	**	300	YES	VANILLA SECRET 3		NO	***	9	p.89
VANILLA SECRET 3	OVER WATER	*	300	YES	VANILLA FORTRESS		NO		Ø	p 90 91
VANILLA FORTRESS	FORTRESS	**	300	NO	BUTTER BRIDGE 1		YES	*		p.90~91

78 NINTENDO PLAYER'S GUIDE

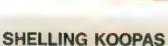








You'll have to move fast to get past the sinking lands and crawling foes, but don't miss hidden items or run smack into a Spike Top. There are two exits, one to the Vanilla Secrets and the other to a lake.



Stomp the first Koopa you meet, then use its shell to knock off the next in line. If you jump, you'll

end up in the maze of spinning blocks and will have to go back to the start.



THAT SINKING FEELING

Grab the Super Star then sprint. It's a race to solid ground as the land sinks.

Use the Cape to fly the final distance.



THE KEY CLIMB

To enter the Vanilla Secret areas you'll need a hidden Key. Punch the Block shown and double jump off Yoshi and climb the vine,



→TO B.





The P Switch is the trick to clear this area. Getting in your way are all sorts of fishy folk and Chargin' Chuck.

ITEM BLOCK ROULETTE

Try to get the Super Star from the Item Block so you can cruise

through the Cheep Cheeps beyond and below the Blocks.



STONES TO COINS

Carry the P Switch close to the Blocks before hopping on it. The Coins soon turn back into Blocks, so herry forward. Drop into the water, get the Key and open the exit.





CHUCK THE BLOCKS

Chargin' Chuck can give you a hand, or an entire shoulder. He'll knock out the Blocks so Mario can reach the Midway Gate.



+ TO A

B +





The Red Switch Palace is reached by taking the secret route from Vanilla Dome 2. In the areas ahead, red Blocks will make a dramatic difference if they are filled in. The Palace itself is much more difficult to pass. Super accurate jumping from Block to Block is required to pass the first chamber and reach the Red Switch.









COLLIDING KOOPAS

To make something out of this area, hit the P Switch, jump to the Blocks and run to the right as the turtle shell below knocks out the Koopas. You'll earn a 1-Up by the time you reach the end.





A SELECT SECRET

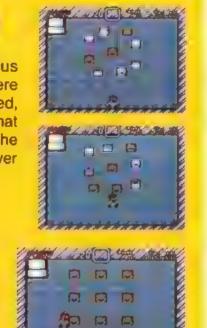
Earn thousands of points by switching back and forth between two Power-Up items using the Select Button.



EIGHT IT UP

Earn eight 1-Ups in the bonus game. Push Pause to see where the Star or other item is located, then unpause and go to that spot. Punch the Block. All the Blocks should turn to whatever the item was that you hit.



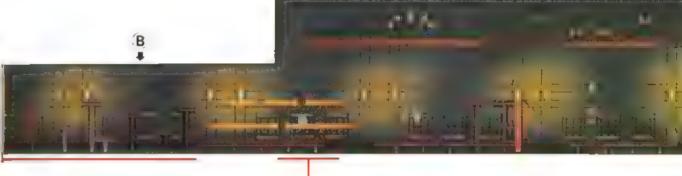


VANILLA GHOST HOUSE

More hair-raising adventures are in store for Mario when he enters the Vanilla Haunted House. Boo Buddies circle and close in when Mario turns his back on them. You'll have to run fast and jump high to get past the Eeries, and Big Boo is always a problem. More of a challenge is presented by the Big Bubbles that bob along after Mario in the second half. Find secret Vines and other hidden items, then turn the Coins into a door and escape.







#TO.A

BOUNCING BUBBLES

Use the big Green
Bubbles like trampolines
by Spin Jumping onto
them when they reach
their lowest point.



DON'T MAKE A BOO BOO

The safest way to pass through this area is to take the high platforms and leap over the Boo Buddies.



VINE IN HIDING

High in the rafters of the Haunted House is a Dragon Coin. Either fly up or use the Vine in the third Block of the lower left row of blocks to reach the Coin. If you fly, use the area further left as a runway.





TO THE GOAL

A DOOR CHORE

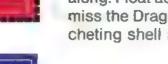
The only way to escape from the Haunted House is to create a door out of thin air. It may sound like magic, but the trick is to grab the P Switch from above the three Blocks and carry it close to the five Coins that are shaped like a door. Collect at least two of the Coins so that a space large enough for Mario to pass through is created, then hit the P Switch, changing the Coins into Blocks and revealing the door that leads to the Goal.













Vanilla Dome 3 is full of fire and foes. Yoshi is a big help, so bring him along. Float across pools of lava, then hot foot it to higher ground. Don't miss the Dragon Coin in the icy bonus area and watch out for the ricocheting shell at the Midway Gate.





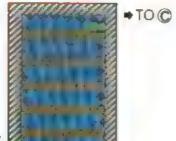


HOT MEALS

Some like it hot, like Yoshi, who loves to snack on spicy Blargg. These are the largest critters that Yoshi can swallow, Mm, mm good,







RAFTING IN LAVA

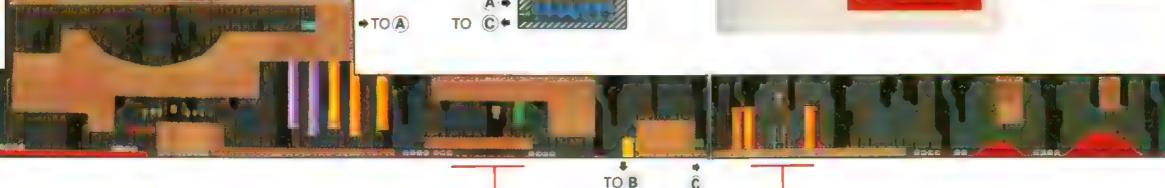
Fool the Blangg by facing left and holding the Left Button. You'll stay on the far right edge of the screen where it's safe.



MOONRISE

If you have the Cape, or get it from the Block shown above, you can return to the left and fly up into a hidden area where there is a 3-Up Moon. Use the higher level to the left as Mario's flying runway.







OVER AND UNDER

Jump straight to the platform, skipping the raft of skulls for now, so you can collect the Ten Coin bonus from the Block to the right. If you touch the raft, it begins to move and you won't have time to get the Ten Coin Block and still catch the raft when it reappears to the right of the platform.



TOC +



SPIN THE SPIKES

Spike Tops can be defeated with a Cape Attack, or you can bounce off them using a

Spin Jump. A regular jump won't work.



SHELL STOPPERS

If you lose Yoshi, get him back in this area. Stomp the ricocheting Shell or push the Laft Button to stop it. Pick it up and throw it at the center Block above for Yoshi.



DON'T MISS THE BOAT

As soon as Mario touches the raft of skulls it begins to move to the right, passing under the platform. Jump onto the platform and run across it as the raft passes below. Hop onto the raft when it reappears.





MARIO CAPERS

Fly up to the Dragon Coin and hit the P Switch.







A bevy of Bullet Bills bombards our Brooklynite while he's bouncing brashly on bluish boughs. Careful jumping is a must if Mario is to survive this shooting gallery. The Cape is a big help for covering long distances and for steering Mario so he can stomp the Bullet Bills. The Cape Attack is another way to disarm the perilous projectiles. To hit the Midway Gate requires a long jump from the upper platform.





TOA

1-UP SUPER JUMP

The lower block will give you a 1-Up if you jump around it counter-clockwise. The maneuver is

easy with the Cape. The 1-Up mushroom darts off to the right. Move quickly to nab it.



BITE THE BULLETS

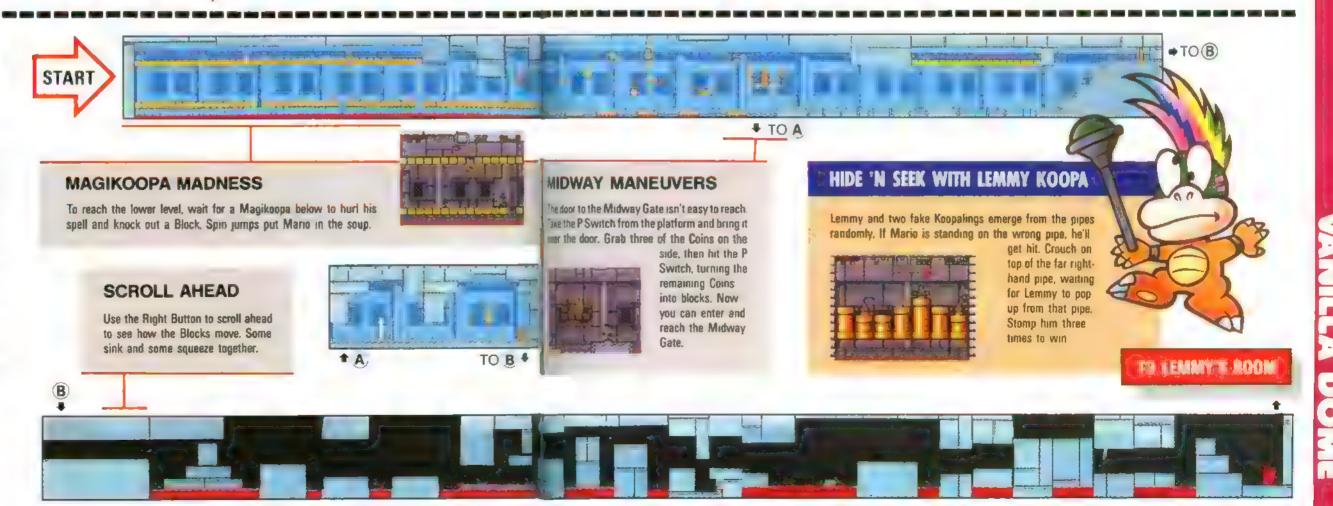
You can earn 1-Ups by knocking down Bullet Bills, In this area, take a shell and heave it up

at the lower block when a Bullet Bill appears If you do this enough times. you'll start earning 1-Ups





Lemmy Koopa is known for his twisted sense of humor, and his castle reflects his personality. It all begins with a hide-and-seek game with Magikoopas as Mario attempts to reveal a secret door. Later on, platforms that sink into pools of lava or grind upwards against ceilings are guaranteed to keep Mario running for cover. Here, an army of marching Dry Bones can turn your hopes to dust. Lemmy plays musical pipes at the end with two imposters and Mario's life.







SPRING INTO ACTION

To reach the two Dragon Coins in the upper chamber you'll need to use the springboard on the righthand ledge. Position it beneath the Dragon Coin locations that are shown in the map, then hop to it.



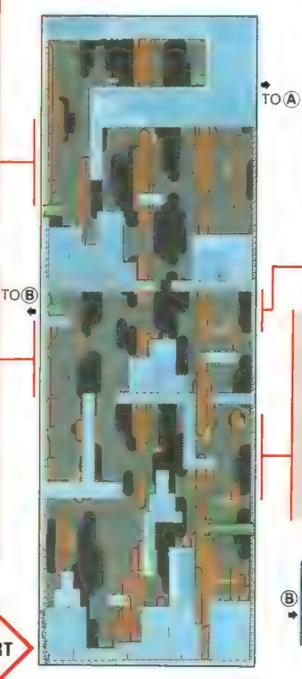
STAR TREK

Reaching the secret goal that leads to Star Road 2 is easy if you've already visited the Blue Switch Palace, but it's a trial if you have to fly. Correct take-off procedure is for Mario to stand on the lower ledge with his feet overhanging the right edge.



START

What goes up need not always come down. Bouncing boughs, vines and springboards help you reach the heights in this vertical area. Mario can fly in places, but the runways are usually too short for take offs. The toughest part is reaching the pipe marked B on the map that leads to the Star Road. The goal at pipe A leads to Vanilla Secret 2.





GROUNDING AIR KOOPA

The six Koopa
Peratroopas that fly back
and forth across the gap
can be picked off by
throwing a shell at them
from below. The trick is
getting the shell up the
Vine. Actually, It's easier
just to jump between the
Peratroopas. Cerefully
time your jump using the
springboard.





THE SHELL CLIMB

So, you're having trouble climbing the Vine with a shell. Here's what you do. Stomp a Koopa in the lower area and pick up its shell. At the base of the Vine, throw the shell straight up by looking up and releasing the Y Button. Now jump up pushing the B Button and catch the shell again by pushing the Y Button.









SUPER-MARIO WORLD

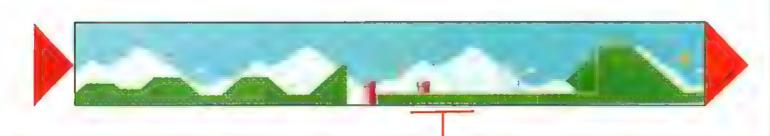


Paratroopas are the main danger. Arm yourself with the Fire Flower for an easy passage.

COIN FOR THE LEAVING

If you are Fiery Mario, don't collect rolling Coins. Eventually they keep enemies from appearing.





COINS FOR THE TAKING

Grab the P Switch and take it to the left of the Midway Gate. Gray Coins appear when you hit the P Switch. Race to the left and catch Coins for three 1-Ups. You can earn more than 50 lives if you are quick enough.















BUMPER SHELLS

Another way to earn 1-Ups is to stomp a Koopa then drop its Shell into the area that is full of Spinys. As the Shell bounces around in the pit, use your Cape Attack to whack the Shell against the wall.











Mario must cross an ocean. Luckily, he has help from the Dolphins. Some Dolphins leap in horizontal patterns while others jump vertically out of the water. Try to hop from one Dolphin to the next as you would on step-

DOLPHIN STAIRS

The Dolphins in this area leap straight up out of the water. Mane must hop from shout to snout between the two tall platforms. If he falls, jump onto a low Dolphin that is leaping upward



DOLPHINS, MAN'S BEST FRIEND

The Porcupuffer you meet here moves fast and follows Mario Stay on top of the Dolphins (and the situation) by making careful jumps. Try not to fall into the water and, if you do, leap back onto a Dolphin as fast as possible Near the end of the stage you can ride the lead Dolpnin all the way to the Goal. Don't worry about hurting your Dolphin friends. Nothing you can do will make them angry.

















ping stones.

All but the final room of the Vanilla Fortress is submerged. As Mario swims past Ball 'N Chains and countless Fishbones he must watch out for spiked ceilings, Thwomps and more. If you go as regular Mario, you can take a shortcut (shown as pipe A). Guarding the exit to the Fortress is a group of four Reznors who stand watch on rotating platforms. If you defeat them, you can move on to the Butter Bridge.









REZNOR

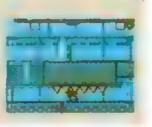
ROUNDUP

The Reznors took fierce as

they snort fire from atop

MARIO GETS SMALL

As regular Mario, you can run safely below the spikes and take the shortcut through the pipe marked



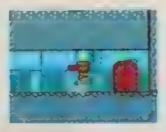
BREAK THE BONES

Below the prpe is a Dry Bones that you can stomp repeatedly for unlimited 1-Ups. but it really isn't worth the time and effort.



MORE BROKEN BONES

extra 1-Ups by crunching the hapless Dry Bones repeat edly, but it's a lat of work.



THE REZMORS HOOM

MAKE IT RAIN

The spikes with dark edges fall as Mario passes. Use the Right Button to scroll ahead and cause the spikes to fall early.





their rotating platforms, but their breath is worse than their bite Knock them into the lava by hitting the platforms from below. You can knock off two or three from the ground before their fiery breaths destroy too many of the planks. Then jump to one of the platforms. You can hit the remaining Reznor(s) from there.



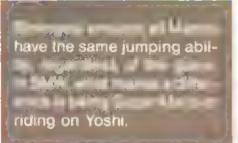


. A



SUPER MARIOLOGY

RIO JUMPS TO IT

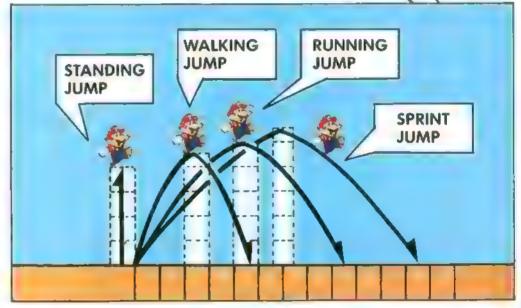






HOW HIGH, HOW FAR

Although all Marios jump the same, Mario doesn't jump the same height or distance at all times during a game. Factors such as if he's walking or running will effect the jump. Mario's standing jump, for instance, is 4 Blocks high. His walking jump is 4.5, running jump is 5, and fast run is 5.5 Blocks high. The chart to the right also shows how far Mario can jump either standing, walking. running or sprinting. Although these official heights don't vary, there are times when Mario seems to make particularly spectacular jumps. Often times, this involves landing on the edge of a Block. For instance, a standing Mario can sometimes jump up five Blocks to the edge of a Block. For maximum jumping effect, press and hold your Jump Button until Mario lands



SPIN JUMPS

One of Mario's new techniques is the Spin Jump The height of a Spin Jump is less than the height of a regular jump. but Mario can break stones and defeat some enemies using this new method.



THE LONGEST JUMPS

The chart below shows the best 3 jumpers among the all Mario games. The B or Y Buttons were used over a flat course.

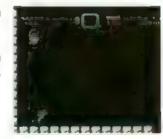
SUPER MARIO BROS. 3





DOUBLE UP WITH YOSHI'S HELP

The highest jump Mario can make is with Yoshi's help. When Yoshi reaches his highest point, push the A Button and Spin Jump off his back. This maneuver is useful when Mario doesn't have a Cape or when he is falling.

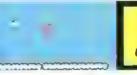


SUPER MARIO BROS. 2 (LUIGI)













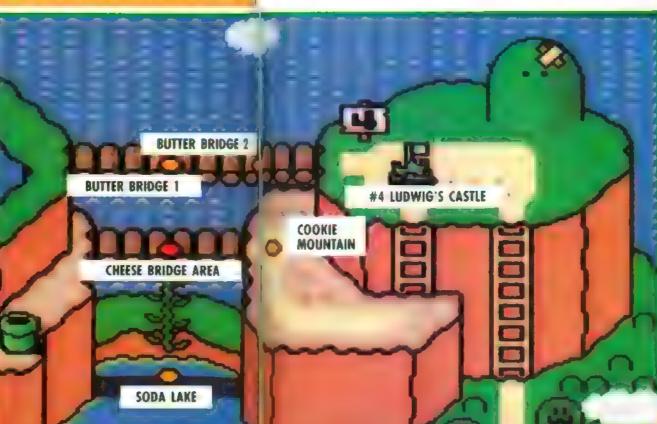
BRIDGING THE GAPS

The Twin Bridges area is short but tough. Obstacles and giant jumps are the biggest worry in some areas, while enemies like Monty Mole keep Mario hopping in the others. The action heats up when you meet the Sumo Bros. and

cools down when you jump into Soda Lake. Yoshi is a great help in almost every area, and practically indispen-

sable in some. Ludwig's Castle, prepare to run fast and climb on turtleinfested nets before reaching the demented Koopaling.



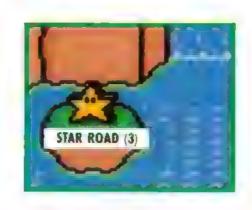




SUPER-MARIO WORLD

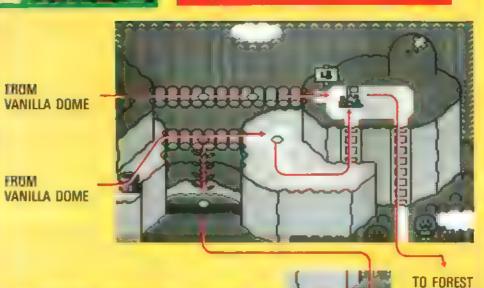
LUDWIG

ROUTE GUIDES





Caped Mario takes the wide, difficult jumps in stride in the Butter Bridge 2 area.



COURSE	TYPE	DIFFICULTY	TIME	MIDWAY GATE	STANDARD EXIT LEADS T
CHEESE BRIDGE AREA	OBSTACLE COURSE	**	300	YES	COOKIE MOUNTAIN
SODA LAKE	UNDERWATER	***	300	NO	STAR ROAD (3)
COOKIE MOUNTAIN	FIELD	**	300	YES	#4 LUDWIG'S CASTLE
BUTTER BRIDGE 1	OBSTACLE COURSE	**	300	NO	BUTTER BRIDGE 2
BUTTER BRIDGE 2	OBSTACLE COURSE	***	300	YES	#4 LUDWIG'S CASTLE
#4 LUDWIG'S CASTLE	CASTLE	**	300	NO	FOREST OF ILLUSION 1

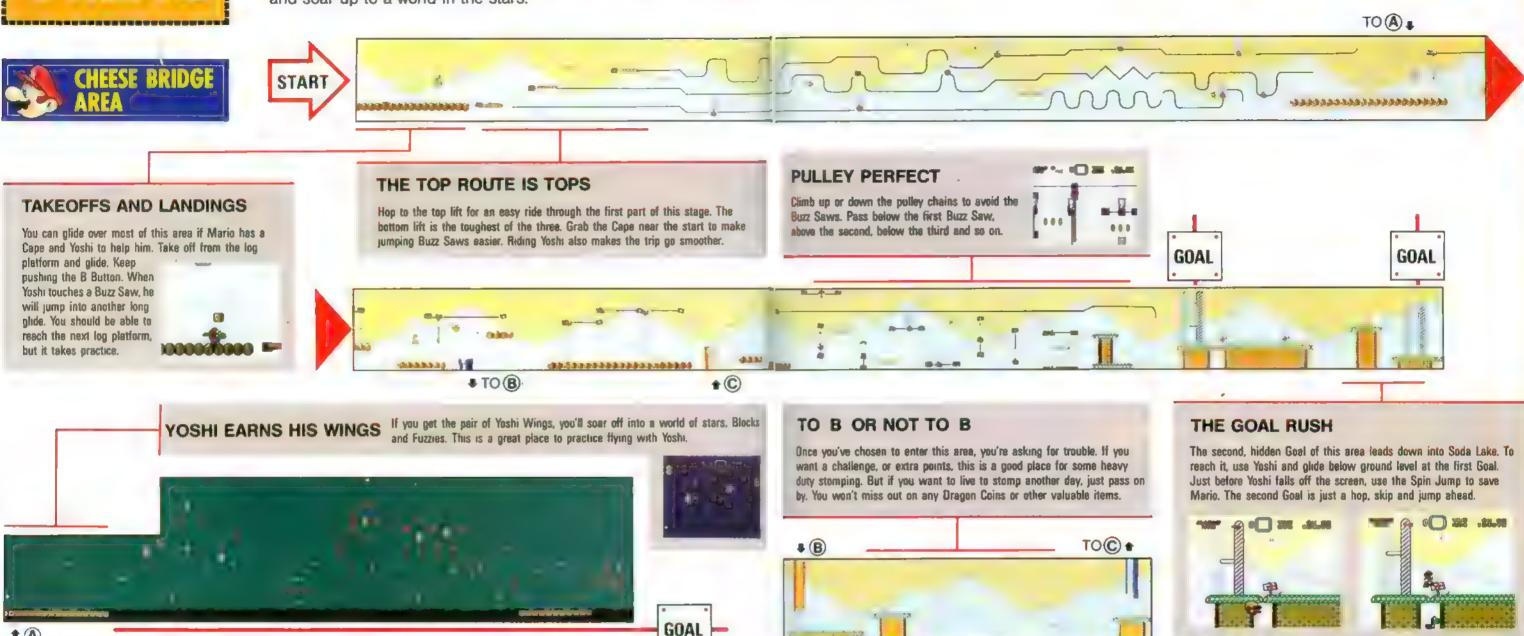
	SECRET EXIT LEADS TO	SAVE	1-UPS	POWER UPS	PAGES
ĺ	SODA LAKE	NO		, fr	p.96~97
		NO		*	p.96~97
~		NO		2 ^{Fl}	p.98~99
-		NO		· ·	p 98~99
*		NO	*	H	p.100-101
•		YES		_	p.100~101

OF ILLUSION TO STAR WORLD



Of the two bridges, the Cheese Bridge is the easiest to cross, especially if you take the upper lift. This is also the place to catch Yoshi's Wings and soar up to a world in the stars.







Soda Lake is bubbling with trouble. Apart from the usual Cheep Cheeps, there are Torpedo Teds that drop out of hatches and head for the nearest swimmer. At times you'll have to swim below the edge of the screen to avoid the terrible Teds.







TROUBLE AHEAD

The Block in the middle is a Power-Up. Only expert seamanship will get you passed all the hazards in this area. Grab the Power-Up to increase your survival rate.

OUT OF SIGHT

This section of reef looks solid, but you can swim beneath it to avoid the Torpedo Teds above. Keep hitting the B Button, even when Mario disappears. As long as the screen scrolls, you'll be okay.



TO THE GOAL

On Cookie Mountain you'll face the awesome Sumo Bros. who stomp on Blocks and send fire to scorch the areas below them. Watch out for Monty Mole-a rascally rodent who pops out of the cliffs. For explorers, there are secrets in the sky and down pipes.





BELOW THE SUMO

When Sumo stomps on the Blocks, lightning flashes and fire spreads over the ground below. Punch the Block below the Sumo to overthrow him.



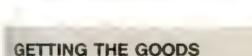
YOSHI CLOUDS

If Yoshi eats enough berries, he'll lay an Egg that turns into a cloud. The cloud floats overhead and leaves a trail of

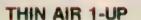


MOLES IN THE HOLE

Masses of Monty Moles are on the move. Make life a bit easier for yourself by using the Right Button to scroll the screen and open up the gap into which the Moles fall.



Different items like Stars and Power-Ups flash inside Roulette Blocks. You can get items out of them by using the Cape Attack or Yoshi's tongue. Timing is tricky.



A 1-Up appears out of nowhere if Mario goes for a stroll in the clouds. Take Pipe 8 or fly up to the clouds, then run right.













The springy Piston Lifts make this one of the toughest areas in the game. Even worse, the screen scrolls automatically, forcing you to hurry. If that isn't enough, Koopa Paratroopas are everywhere.

HEAVY AS HE GOES

Piston Lifts sink if you stand on them for more than a second in order to keep them up, jump contin-THE R. P. LEWIS CO., LANSING uously Even so, some of the leaps are 2 *** tricky Make long leaps from the far right edge of the lift.

STEPPING FOES

The Red Blocks will be filled in if you visited the Red Switch Palace earlier Use the Cape of the Blocks aren't solid.



THE LOW DOWN ON 'SHROOMS

Stay on this Piston Lift until it sinks to within sight of the lower lifts to the right.



FALL AND RISE

When the scroll begins -- - going up again, hit the Blocks and jump up through them as they



HOPALONG MARIO

Aim for the back of a Koops Paratroopa when you leap off the log platform If you stomp

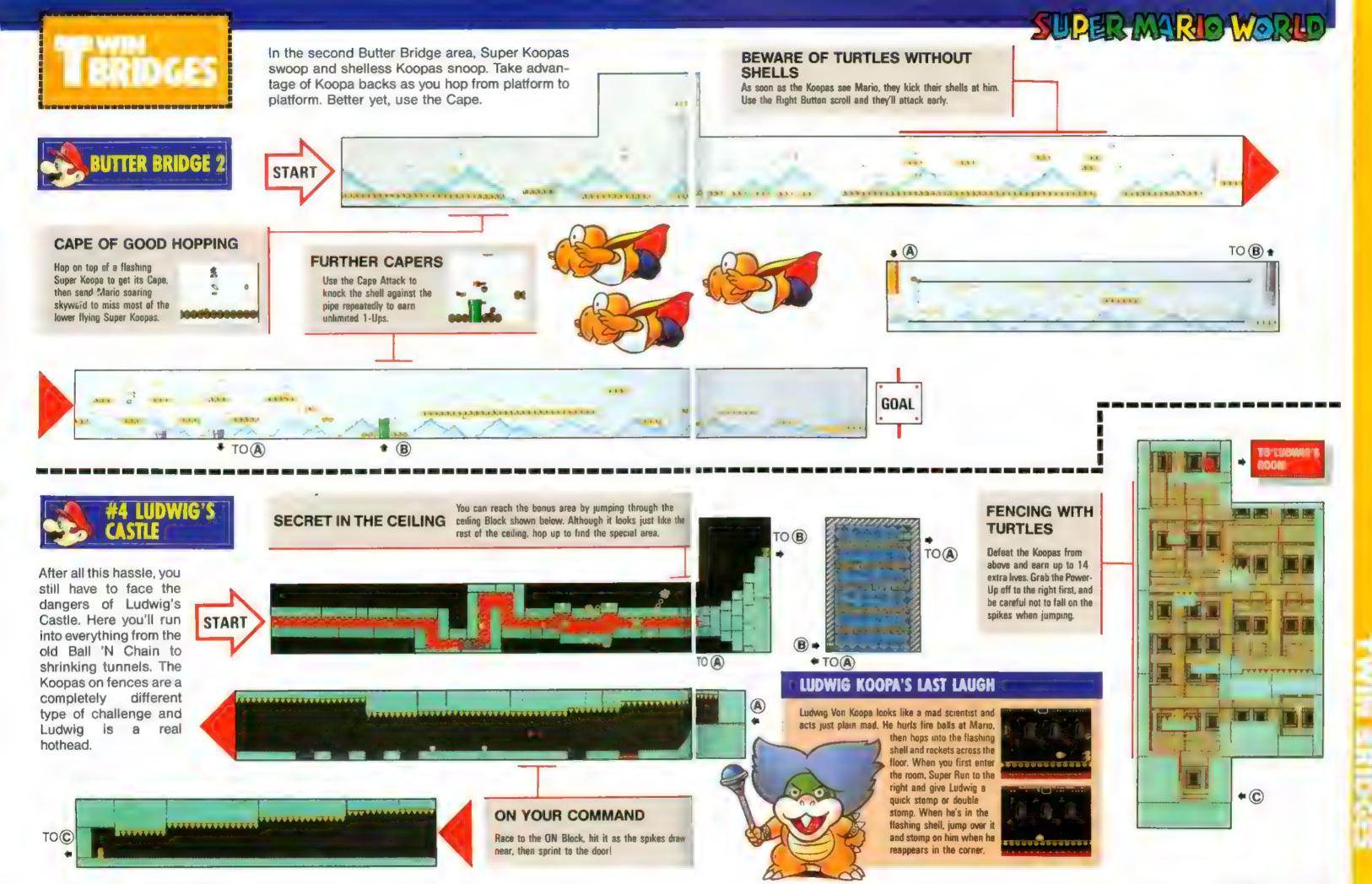
troopa in midair, Mario will bounce off so you can reach the











KOOPA KATALOG

Koopas are a real pain in the drain for Mario, but some Koopas are more trouble than others. There are four kinds of Koopas and varieties of each like the Paratroopas.





RED

Red Koopas are home bodies Both Red Koopas and Paratroopas move back and forth in a limited area like sentry guards. If you stomp one of these fellows, he'll leave his shell, although he will return if you leave him alone long enough. They are also shy If a Red Koopa sees Mario, he'll turn and go the opposite direction.





GREEN

Green Koopas and Koopa Paratroopas are set in their ways. In fact, they walk or fly in one direction forever unlike their Red Koopa cousins. The only change a Green Paratroopa makes is when he is stomped. If stomped once, he'll march toward Mario. Like Red Koopas, they'll crawl into an empty



Although there are Blue Koopas throughout SMW, the only place to find Blue Paratroopas is once you've finished the Special Area after the Star Road Blue Koopas move like Red Koopas, just a little slower, and they don't move into empty shells. Instead, they kick empty shells at Mario.



YELLOW

The regular Yellow Koopa is a slow moving fellow who follows after Mario. If you stomp him, he comes out of his shell and a Comappears. They are most dangerous when they crawl back into a flashing shell. Once inside the shell, the Koopa chases swiftly after Mario. Yellow Paratroopas appear only in the Special Area.



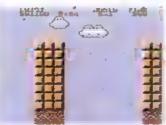


SUPER MARIOLOGY

ER MARIO BROS. 2 HE JAPANESE VERSION









In the Japanese SMB2. Mario faces Paison Mushrooms that take a life away and winds that blow you backward. Mario and Luigi also have different jumping abilities.



FOREST OF ILLUSION 1

FOREST OF ILLUSION 3

FOREST OF ILLUSION 2

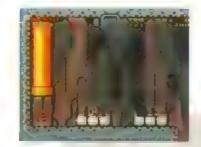
BLUE SWITCH PALACE

FOREST GHOST HOUSE

FOREST OF ILLUSION 4

OREST OF ILLUSION

CREST OF LLUSION

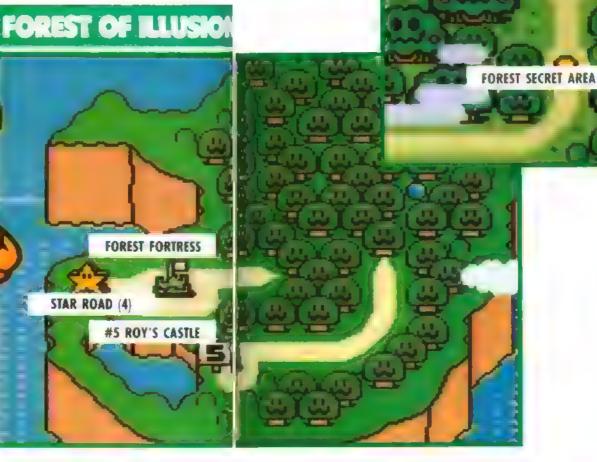


In Forest of Illusion 4, you'll find the Key after sinking into a very high Pipe.

CREEPY CREATURES AND HIDDEN EXITS ARE ABUNDANT IN ROY'S DOMAIN

Roy Koopa rules over a maze-like world of secret Keys and wily Wigglers. More than half of the courses have alternate exits and some of those are pretty hard to find. Forest of Illusion 1 and Forest of Illusion 4 are great places to find Power-Ups and 1-Ups. Once you complete these courses, you can reenter at any time, Power-Up, then leave to take on the other challenges of the forest.





FROM TWIN BRIDGES

COURSE DATA

CUURSE	TYPE	DIFFICULTY	TIME	MIDWAY GATE	STANDARD EXIT LEADS II	ERET EXIT LEADS TO	SAVE	1 UPS	POWER-UPS	PAGES
FOREST OF ILLUSION 1	FIELD	**	300	YES	FOREST OF ILLUSION 2	REST GHOST HOUSE	NO	***	26	p.106~ 107
FOREST OF ILLUSION 2	UNDERWATER	***	300	NO	FOREST OF ILLUSION 3	LE SWITCH PALACE	NO		Ø	p 106~107
BLUE SWITCH PALACE	SWITCH PALACE	*	200	NO			YES			p.108
FOREST OF ILLUSION 3	FIELD	**	300	YES	FOREST GHOST HOUSE	ROY S CASTLE	NO		6	p 108~ 109
FOREST GHOST HOUSE	GHOST HOUSE	**	400	NO	FOREST OF ILLUSION 4	PREST OF ILLUSION 1	YES			p.110~111
FOREST OF ILLUSION 4	FIELD	***	300	YES	FOREST OF ILLUSION 2	REST SECRET AREA	NO	**		p 110 111
FOREST SECRET AREA	OBSTACLE COURSE	**	300	NO	FOREST FORTRESS		NO			p.112~110
FOREST FORTRESS	FORTRESS	***	300	NO	STAR ROAD (4)		YES		- 4	p.112~113
#5 ROY'S CASTLE	CASTLE	***	300	NO	CHOCOLATE ISLAND 1		YES		·	p.114~115

MARIO MANIA 105

TO CHOCOLATE ISLAND





The hotheaded Wiggler makes its first appearance in Forest of Illusion 1 where enemies are literally jumping out of the woodwork. Bring Yoshi along and you'll have no trouble getting through this dinosaur feast of a course. If you've completed the course, work your way up to the Midway Gate, then press the Start and Select Buttons to leave. That way, you'll be able to return to the midpoint at any time and earn 1-Ups with Starman.







STARMAN EARNS 1-UPS

Take a Starman from the Item Block past the Midway Gate and run invincibly through the crowd. You'll earn a ton of points and, eventually, 1-Ups.



WIGGLER MADNES

Wigglers get angry if you stomp them. Let Yoshi get a tongue on these caterpillar-like creeps and he'll pobble them up with one

big bite.



STOMP AND FLY FOR POINTS

Continue to stomp happy Wigglers without touching the ground and you'll earn po:ats-a-plenty.



FLOAT TO THE KEY

Grab the P Balloon that's locked in this Block As Balloon Mario. you'll be able to float to the Key.













This underwater cave features the only walk-through wall in all of Dinosaur Land. It's near the Goal, next to the last Block. Walk, or swim to the other side and you'll find the Blue Switch Palace Key. Another thing to watch out for is a huge school of swift-swimming Rip Van Fish. You'd better hope that they fall asleep before they catch you.







ONE TRACK URCHINS

The Urchins move either up and down or left and right. Study their patterns, start swimming when they move away and you'll find that they're easy to avoid.



WAIT FOR THE 1-UP

There's a line of invisible Blocks in this area. Hit the second one from the right to release a 1-Up. Then, without hitting any of the other Blocks, wait for the 1-Up to drop to your level and take it.

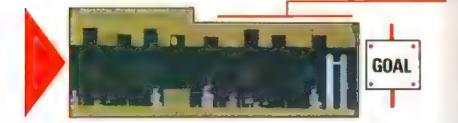


THE KEY TO SUCCESS

The Key to the Blue Switch Palace is in a secret chamber on the other side of this seemingly solid wall. You can find it by looking for the Yellow Block next to it. Then walk or swim through the wall, grab the Key and head off for the Switch Palace. The Blue Blocks that appear as a result will be very helpful later in your journey.







RIP VAN FISH AWAKES

If you've got a lot of Rip Van Fish on your tail when you cross the Gate, you'll earn progressively more points for each fish and you might even snag a 1-Up.



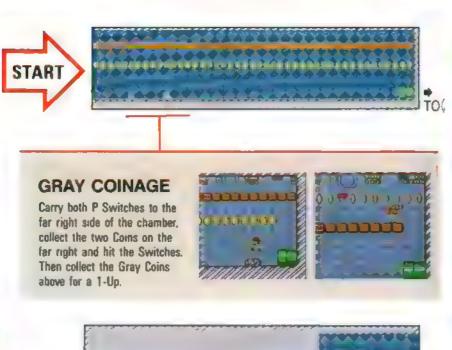


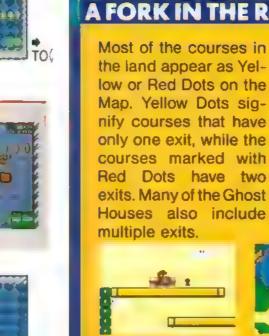


By finding the Key in Forest of Illusion 2, you'll gain access to this small but important Palace. Hit the big Blue Switch inside and all of the Blue Dotted Lines in Dinosaur Land will be filled with Blocks.



















Many Ghost Houses include

THE GOALS ADD UP

On the Player Select Screen, there's a number following every player entry which indicates how many Exit Gates and hidden Keys have been discovered and saved in that entry. There are a total of 96 Goals to be found in the game's 74 courses.



Your buddy Yoshi will come in handy here, as the course is crawling with bite-size enemies. You'll discover him in the first Block unless, of course, you already have him along, Goombas and Bob-Ombs travel through the course in big bubbles. Watch where you run because when the bubbles pop the enemies drop. If you pop the bubbles first, you'll have a good chance of catching the creatures off guard.





CATCH SOME AIR

The Block with the Jumping Board in this area is too high to reach. Hit the Block below it though, and a Shell will pop up to knock the Jumping Board

Iree Then carry the Board a few steps to the nght and use if to spring mto the air,

dearing the tall blocking Pipe.

HIT CHUCK HARD

Since there are plenty of Goombas and Bob-Ombs around, you can use one of them to out-charge Chargin' Chuck, Stomp one of the little critters and

carry it as you run on a collision course for Chuck. The creature will act as a pad in the crash



+ (D)

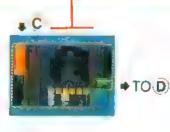
SPIN AND COLLECT

Make sure that you're Super, Fiery or Caped Mario before you sink into the tall Pipe near the end of the course because the Key on the other end is surrounded by Blocks. You'll only be able to collect

it if you're big enough to break the Blocks above it with a Spin Jump. You'll use the Key to enter Ray's Castle.





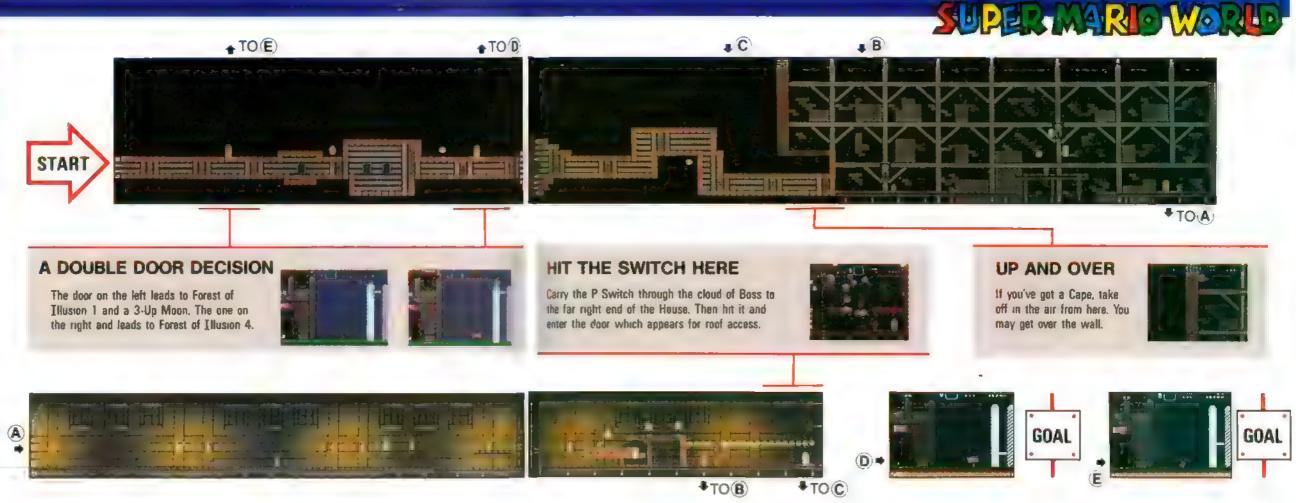


TOC.



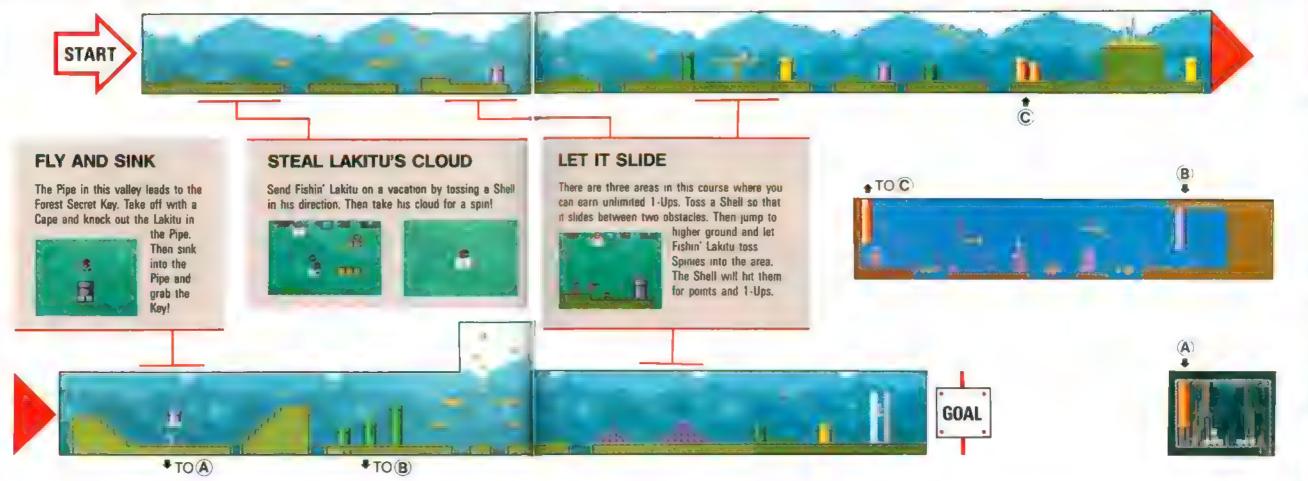


Two Big Boos haunt the narrow halls of this spooky premises. Work your way around them and look for a way to get above the ceiling. If you take a Cape with you, you may be able to fly up through a shortcut. The exits are both very easy to find. One of them leads to a 3-Up Moon and backtracks to Forest of Illusion 1. The other one takes you to Forest of Illusion 4. The Dragon Coins are also out in the open. Collect all five and you'll earn a 1-Up.





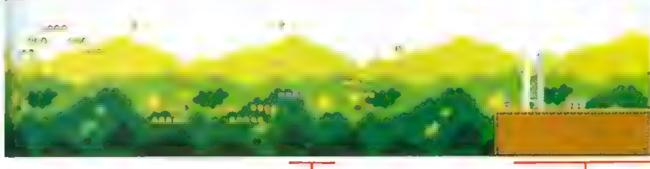
There are Lakitus-a-plenty in this section of the forest, including a Fishin' Lakitu who has a 1-Up at the end of his line. Don't take the bait and this kooky creature won't toss out his trademark Spinies. There's a mid-air Pipe that leads to the Forest Secret Key just past the Midway Gate. The only way to get to the top of the Pipe is by flying with a Cape or with Yoshi. both of which are available in Forest of Illusion 1, Leave the area, Power-Up and return to the Midway Gate when you're ready to fly.











GOAL



If you have Blue Yoshi or a Cape with you, you may be able to cross this long gap by flying and hopping off the few floating Blocks that are spread throughout. Otherwise, you'll have to take a ride on the fast Flying Platforms.

DRAGON COIN COLLECTION

Ride the first flying Platform to collect three Dragon Coins, then hap on the other one for the fourth Com and jump back for the fifth.



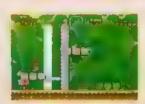
BLUE BLOCK ROADBLOCK

There's a line of four Blue Blocks that cross the path of the first Flying Platform, If you haven't hit the Blue Switch though, there'll be nothing but dotted lines.



AN EXTRA 1-UP

Make sure that both Fiving Platforms are on the screen when you cross the Goal (without hitting the bar). You'll earn points for every object in the area and a 1-Up.





Grinders are the gadgets of choice in the Forest Fortress. These sharp blades buzz all over the Fortress walls and floors. You're not strong enough to beat them but, if they get too close, you can hit them without taking any damage. Watch them closely as they approach, then Spin Jump and land on top of them to bounce away unharmed. Reznor waits in a Fortress chamber. If you pass by the first door to Reznor and fly to the second one with a Cape, you'll earn an extra nine 1-Ups.





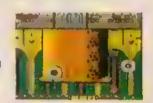


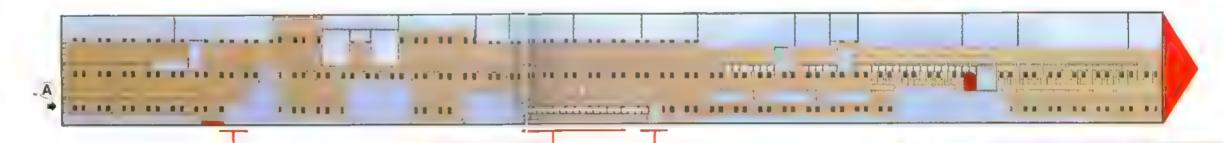
TO REZNOR'S



SUPER-MARIO WORLD

Several huge Pillars drop in this hallway. After you've past the first one, run to the right edge of the screen and the other Pillars will fall behind you.





SCROLL AWAY THE BLADES

Press the L and R Buttons here and the blades will be



TAKE THE HIGH ROAD

Jump on the Blocks above the floor here to avoid a gathering of Grinders.

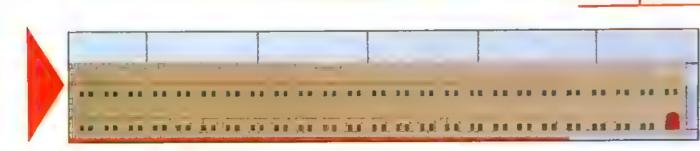
BUZZ ON BY

Press the R Button and a Grander will roll into the pit on the other side.



THE BIGGER THEY ARE

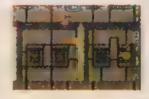
These fire-spitting Rhino Dinos are identical to the ones you faced before Hit 'em from below and knock 'em into the lava. Then jump onto the empty Platforms and avoid the pit.





1-UPS BEFORE REZNOR

If you have a Cape, get a good running start and fly over the huge lava pit at the end of the Fortress to the second Reznor door. When you reach the other side safely, you'll discover nine 1-Ups in the Blocks.

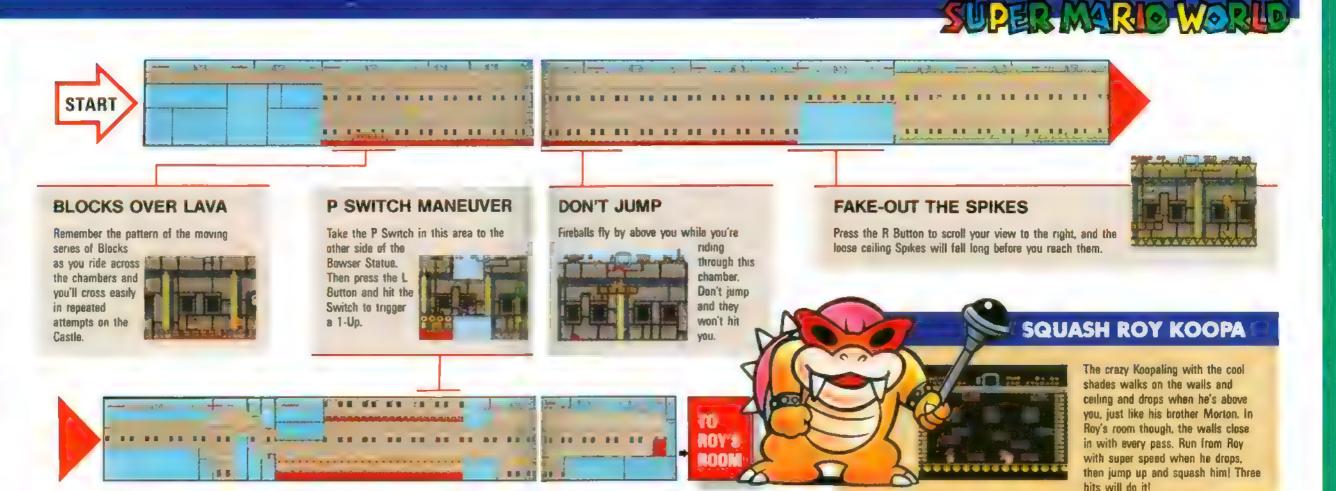








When you leave the forest maze through the hidden exit of Forest of Illusion 3, you'll reach the door to Roy's dangerous digs. There are two chambers near the beginning of this Castle that can only be traversed by riding a snake-like series of Blocks. Watch the lead Block carefully and you'll know where the rest of the Blocks are headed. Once you get used to following this lead, you'll see that it's easy.



CHARGIN' CHUCK'S GAME PLAN There are several varieties of the frenzied football fiends. Chargin' Chucks. You'll find that they all can take a licking before they're down.

GLAPPIN CHUCKS

SPLITTIN CHUCKS

By jumping and clapping over their heads, these tacklers attempt to take down heroes on the high

As if one football

into triplets and

charge when you

freak isn't enough.

these creatures solit





Keeping an eye open for Dinosaur Land trespassers, the Lookout Chucks will charge as soon as they see you

CONFUSED CHUCKS

FOOKOLL CHICKS

While they continue to wear football gear, these wacky characters have switched sports and toss baseballs.



PASSIN' CHUCKS

By tossing out a barrage of killer footballs, these kooky quarterbacks have no need for a defensive



DIGGIN BHUCKS

Some Chargin' Chucks JJ 2000 in the Dingsaur Land underground dig up rocks and toss them at passing plumbers.



KEY ODDITIES

While they have no practical applications, there are two odd tricks that you can perform with Keys.

YOSHI CARRIES THE KEY

Since hidden Keys are usually very close to Keyholes, there's no need to carry them for long distances. Nevertheless, it is possible to carry a Key and ride on Yoshi at the same time. Place

a Key next to your dinosaur friend so that they overlap Then press and hold the Y Button and jump ento Yoshi You'll ride away, Key in hand.



MISPLACED KEYHOLE

When you insert a Key in the Keyhole, the Keyhole expands just before the scene changes. There is a way to make the Keyhole symbol expand from the center of

the screen instead of from the Keyhole itself. Vault to a Key on an upper floor by jumping off Yoshi as he leaps. The screen won't scroll. Insert the Key and you'll trigger this odd occurrence.



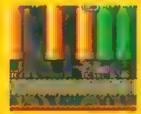


INVINCIBLE YOSHI

While your new dino pal usually high tails it as soon as he's hit, you'll be able to insure that he doesn't get far if you keep close to the ceiling. This trick works well in water and narrow passages.

While you're swimming with Yoshi, stay near the ceiling. If Yoshi's hit, he li try to leave, but you'll catch him





If you're Super, Fiery or Caped Mario and you're riding Yoshi in a narrow passage, he won't be able to lose you.

SUPER KOOPA COMEBACK

Super Koopas with flashing Red Capes always give up a Cape Feather when you stomp them. If you'd like to get a second Cape Feather from a stomped Super Koopa, run from it so that it disappears off the edge of the screen, then turn around and run back. When you return, it'll be back to its original form. Stomp it again!



KOOPALINGS CATCH FIRE



While Mario's Fireball attack got top billing in his first big adventure, it hasn't been as effective in his most recent exploits. Still, you can use Fireballs to defeat three of Bowser's Koopalings; Morton, Ludwig and Roy. Hit 'em 12 times and they're history.













SUPER MARIOLOGY





SPEED SWIMMING MARIO

FROG MARIO (SUPER MARIO BROS. 3)





WORK ON VERTICAL LIFT



In Super Mario World, you can influence your vertical swimming speed by pressing Up or Down on the Control Pad. If you press and hold Up as you swim, you'll move up three times your normal speed. Press and hold Down and you'll still swim up, but only with one fifth of your normal speed.

WITH AN ITEM (SUPER MARIO WORLD





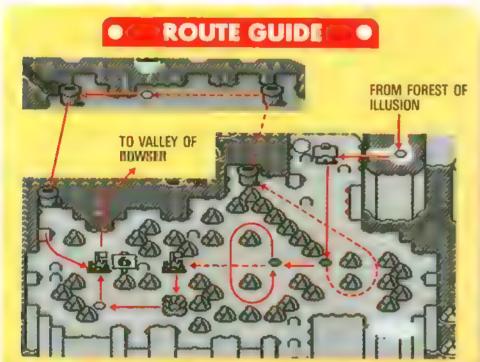
In Super Mario Bros. 3, the Frog Suit helps Mario swim with speed and control. In Super Mario World, he has similar abilities when he's carrying an item. The times above show how quickly he can swim a distance of 40 Blocks in those two incarnations.





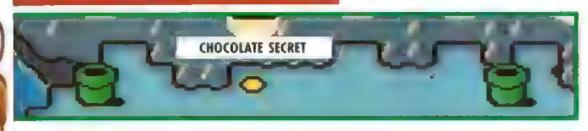
WENDY'S WORLD OF CHOCOLATE IS ANYTHING BUT SWEET

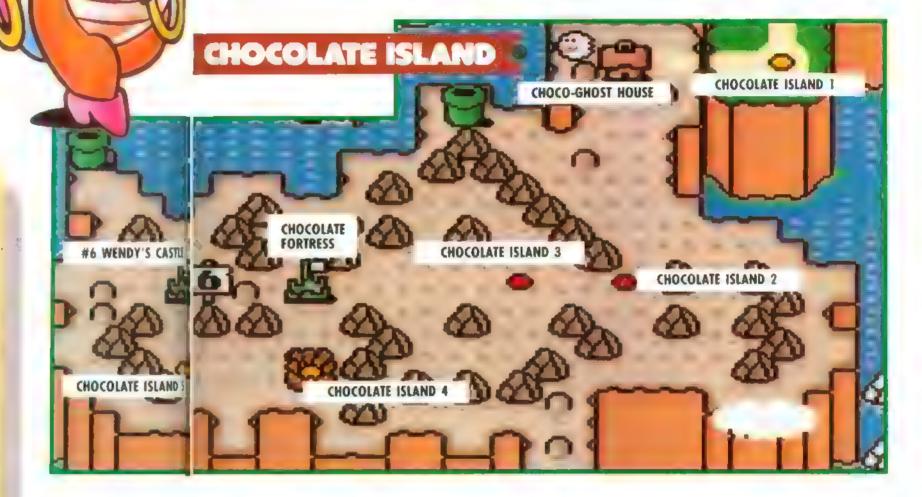
Dinosaurs are out in droves on the shores of Chocolate Island. The wild Wendy O. Koopa also resides here. Her Castle is packed with tricky traps and dangerous devices, including a ton of huge, fast-moving spikes! Yikes!



WENDY

THE CHOCOLATE ISLAND UNDERGROUND (





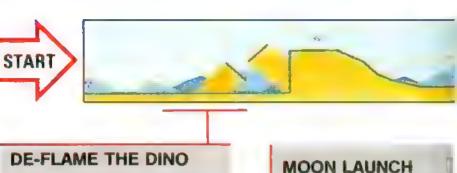
COURSE DATA

COURSE	TYPE	DIFFICULTY	TIME	MIDWAY G	SIDARO EXIT LEADS TO	SECRET EXIT LEADS TO	SAVE	UPS T	POWER-UPS	PAGES
CHOCOLATE ISLAND 1	FIELD	**	300	YES	000-GHOST HOUSE		NO	_	豆	p.120~121
CHOCO-GHOST HOUSE	GHOST HOUSE	**	300	NO	OCOLATE ISLAND 2		YES			p.120-121
CHOCOLATE ISLAND 2	OBSTACLE COURSE	**	300	NO	OCOLATE ISLAND 3	CHOCOLATE SECRET	NO		. @	p 122~123
CHOCOLATE ISLAND 3	OBSTACLE COURSE	***	300	YES	OCOLATE ISLAND 3	CHOCOLATE FORTRESS	NO			p 124 125
CHOCOLATE FORTRESS	FORTRESS	***	300	YES	OCOLATE ISLAND 4		YES			p.124~125
CHOCOLATE ISLAND 4	UNDERGROUND	***	300	NO	OCOLATE ISLAND 5		NO		· ——	p.126~127
CHOCOLATE ISLAND 5	OBSTACLE COURSE	**	300	YES	WENDY'S CASTLE		NO	***	26	p.126~127
CHOCOLATE SECRET	UNDERGROUND	***	300	YES	WENDY'S CASTLE		NO	**		p.128~129
#6 WENDY'S CASTLE	CASTLE	***	300	YES	NKEN GHOST SHIP	-	YES			p.130~131



You can make like a human cannonball in this dino-packed area by being shot out of two Pipe Cannons. It's the way to collect all five Dragon Coins.

regor.



If you stomp Dino-Rhinos, they'll turn into the smaller, but more dangerous Dino-

them instead, or let Yoshi stomp them, and you'll eliminate them altogether Yoshi can also gobble up Ding-Torches.

Torches. Spin Jump

Carry the Jumping Board from the left side of the Midway Gate to this area and use it to collect a 3-Up Moon high in the sky



BRIDGE THE GAP

If you carry a P Switch from above into this area and hit it after you've collected the 1-Up, the Coins

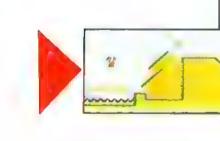
will then turn into a Block bridge Otherwise, you'll have to hitch a ride from the Dolphins over the urchin-filled water.

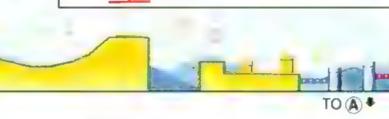


FIRE AWAY

Blast off through this first Pipe Cannon and you'll quickly approach the Midway Gate If you don't use the Cannon to propel yourself forward, the Midway Gate will mysteriously disappear The Dragon Coins also only show up when you've blasted through the Cannon.

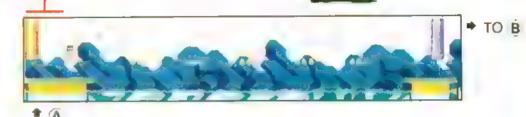














The Choco-Ghost House has two distinguishing features; moving holes and Boos that turn into Błocks. The holes can be negotiated if you keep an eye out for flying spooks while you're jumping. The Boos will help you with a boost near the end of the course.





WATCH THE HOLES

Holes in the floor move quickly back and forth. Study the patterns of the Eeries that

fly above the holes, then jump when you have a chance to clear both of these tricky obstacles.



LOOK BEFORE YOU LEAP

B F B

Eeries come out several at a time and fly in a zig-zagging pattern. You may want to

seek out a high perch while big groups of them pass by, then jump over the moving holes



BOO-BLOCK BOOST

The Blocks in this area turn into Boos when you run Lure them to the area under the ledge, then face them and use them for a boost when they



FLY BY FISHIN' BOO

A Fishin' Boo in the House dangles a ghostly flame at the end of its line. It'll chase you

until you get to the door but. as long as you don't jump, you'll be just out of reach and it won't cause you any harm, making you the one that got away



THE GHOUL GANG APPEARS

Several Boos in a chain fly by and bounce off the walls here. While they don't necessarily aim for you, you

could get hit by this ghostly chain gang if you're not looking. Be care ful and watch for ghosts.





DON'T DROP

A hole sometimes slides by here. Make sure that you enter the doorway when there's solid ground under it.



TO THE GOAL







Chocolate Island 2 is made up of nine areas but you'll only see a few of them every time you run through the course. The conditions to enter each area are described above the maps. You'll find

the Key in Area 3-A, which you can reach by completing the first two areas with at least 250 seconds remaining.





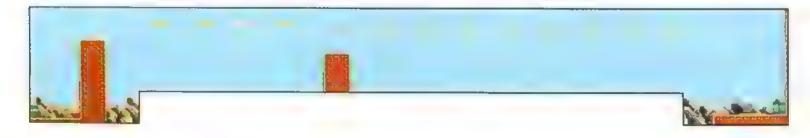
AREA 2-A COLLECT 0 TO 8 COINS IN AREA 1



AREA 2-B COLLECT 9 TO 20 COINS IN AREA 1



AREA 2-C **COLLECT 11 OR MORE COINS IN AREA 1**



SUPER-MARIO-WORLD



AREA 3 A COMPLETE AREA 2 WITH 250 TO 300 ON THE TIMER



KEY TO A SHORTCUT

Out-charge the Chargin' Chucks and you'll reach the Secret Key, which could help you short-cut to the Castle.

AREA 3-B COMPLETE AREA 2 WITH 235 TO 249 ON THE TIMER



AREA 3-C COMPLETE AREA 2 WITH 1 TO 234 ON THE TIMER



AREA 4-A ENTER WITH 0 TO 3 DRAGON COINS





AREA 4-B ENTER WITH 4 DRAGON COINS

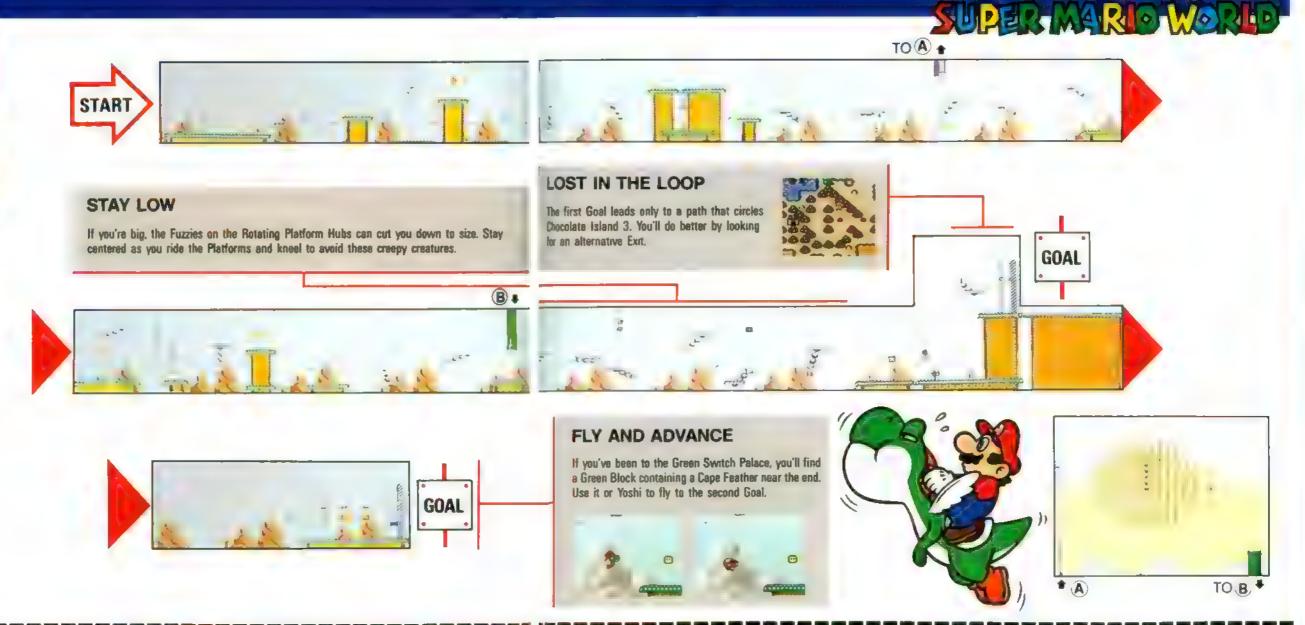








The only way to complete this high-flying course and move on to the Chocolate Fortress is to find the second Exit Gate. The first Exit Gate leads to a path that circles back to the same course. Make your way to the big patch of ground near the end and, instead of climbing the Vine to the first Goal, fly to the second Goal and move on.





Reznor's Chocolate Island hideout is loaded with Thwomps and Spikes. If you've hit the Red and Blue Switches, some of them will be covered by Blocks. Keep running and don't stop until you get to Reznor.



POP GOES THE 'SHROOM

If the Super Mushroom in the left Block slides right, try to pop it to the left so that you can collect it.



THWOMP STOMPS

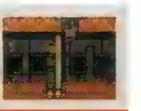
Stand on the right edge to trigger the Thwomp. then jump to clear the pit as the Thwomp resets.





FAKE-OUT THWOMP

If the Thwomp senses your presence, it'll drop down sharply then slowly rise back to its starting position. You can fake it out by jumping toward it. backing off as it drops, then jumping again quickly



SHARP SITUATION

The Spikes in this area move up and down. The only way to pass them unharmed is to avoid them altogether. Watch them carefully, then jump when the time is right.







TO(B)

→ TO(B)

The ALT ⇒TO(B)

TO(B)

■ TO B

→TO(B)

Mcc. cez → TOB

→TO(B)

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→ TO(B)





This course contains a long vertical passage with enough Coins, Power-Ups and 1-Ups to interest any adventurer. If you have a Cape, you can collect them all.





HIT THE SWITCH

Release a P Switch from the third Block in the stairs and hit it for access to the Pipe below.



BLUE BLOCKS HELP

If you haven't hit the Blue Switch, you'll have to ride on the platforms to reach the 1-Ups.



JUMP AT THE PEAK

The diagonal platforms that float over the lava stop for a few seconds when they reach their peak. That'll be your cue to jump.



FALL AND FLY

Enter this chamber with a Cape, hit the P Switch and drop to the bottom. Then, when the Coins turn back into Blocks, fly to each level and collect the Power-Ups.





* TO:A.

If you hit the P Switch near the beginning, the Blocks will turn into Coins and release several enemies. It's up to you to decide if the Coins and a few Power-Ups are worth deal-

ing with the

onslaught.



* (B)



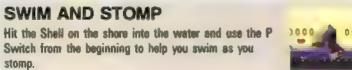


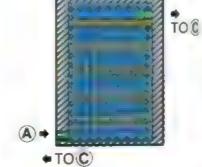


F TO·B/

TO SWITCH OR NOT TO SWITCH

Hit this P Switch (after you've carried it off the Block bridge) and you'll encounter both Coins and Spinys.





+ (C)



Switch from the beginning to help you swim as you



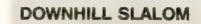






Chargin' Chucks, Buzzy Beetles and Spike Tops rule the secret course that overlooks the Valley of Koopa, The Chargin' Chucks present a special challenge. As soon as you stomp them once, they put their heads down and attempt to plow you under. You can avoid their tackle by stomping them two more times or by going out for a long one.





The Buzzy Beetles in this back and forth downhill chamber don't stand a chance. Press Down on the Control Pad to slide down the hill and you'll easily clear

the path. A few Buzzy Beetles may survive at the bottom. Stemp

TO(C)



SUPER MARIO WORLD



SHELL SHOCK CHUCK

You can use the Buzzy Beetles and Chargin' Chucks in this area against each other to really clean up. Enter the area with a Cape and clear away all but one Buzzy Beetle. Then, when the Beetle is next to the wall, Spin into it repeatedly so that it pops straight up and hits the Chucks' footballs for points and 1-Ups.



TAKE A LEAP

As soon as you touch any of the big bluffs in the pool, they all slowly begin to sink into the lava. Jump breetly to the second bluff from the beginning and you'll have a little more time to cross to the other side before you hit the lava line.





SLIDE TACKLE

Chargin' Chucks wait at the bottom of these shallow slopes. Press Down on the Control Pad to slide into them. then run back up and slide down again. It'll take three tackles to put them out of the game.



HOP AND RUN

Run with super speed and jump as quickly as you can across the slanted bluffs. If you use shallow hops, you'll spend less time in the air and have a better chance



TO A







TO THE **GOAL**









The massive Spikes in the first half of Wendy's Chocolate Island stronghold are so powerful that one direct hit will knock you out of commission even if you're big. The second half is equally challenging with its Hotheads and moving rocks.





FOLLOW THE DOTTED LINE

Since the Grinders in this Castle

follow a dotted line, it's easy to predict where they are. Now, you just have to deal with them when they get there. Spin Jump as the Grinders approach and you'll bounce off.



SPIN JUMP

The fiery mass, Li'l Sparky, is difficult to jump over as it crawls around this floating rock. You can withstand contact with it though, if you Spin Jump and aim for the top



GET TO THE EDGE

The ceiling crashes down on regular intervals in this immediate area but, you can avoid being crushed

by if if you guickly make your way to the right edge.

GO AROUND

Special items and extra lives are sparse in Wendy's hideaway. If you circle this single Block in a clockwise

direction though, a 1-Up will mysteriously appear.

WILL THE REAL WENDY PLEASE STAND UP?

The illustrious Wendy O. Koopa makes her appearance with two Wendy stand-ins. You've got to single out and stomp the real Wendy three times, or the flames and decoys wall send you

reeling The space between the second and third Pipes is a relatively safe sp







of the flame.





AN EVER-CHANGING WORLD

As you clear the paths and Castles of Dinosaur Land, you'll witness an evolution in the size and shape of the islands. Success in some courses will cause land masses to rise from the water and bridge gaps.

















DINOSAUR LAND EVOLVES



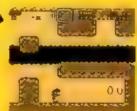
WALK THROUGH WALLS

When the ceiling is so low that, as Super Mario, you can't stand up, you may be able to overlap with the seemingly solid walls. As the ceiling comes down, Kneel and Spin

Jump to break through.



Kneel and Spin Jump in the Valley of Bowser 2 passages and you may be able to break through the walls



HE'LL EAT ANYTHING

Mario's new buddy, Yoshi, is an eating machine. He'll gobble up Power-Ups, projectiles and enemies of all sizes, even the largerthan-Yoshi Mega Moles.



When Monty Moles break out of the cliffside, they kick up a lot of dirt. Yoshi grabs the Moles and gobbles them up, dirt and all.

A Pipe is no protection from Yoshi's long tongue. Even when Piranha Flowers retreat, Yoshi can still grab them through the Pipe.





Yoshi's gastronomic antics continue underground, where he can quickly grab and gobble the rocks that Chargin' Chucks dig up.

SUPER MARIOLOGY

CTS ABOUT HE CAPE AND YOSHI



SLOW FLIGHT



As soon as you jump for a Caped Mario flight, press and hold only the B Button. You'll soar upward and float down, slowly covering twice as much territory as you would have if you held both the Y and 8 Buttons

LONG JUMP



If you're carrying an item as Caped Mario, you can't actually fly, but you can jump for the unprecedented length of 82 Blocks. This grant leap technique is useful when you're carrying something over dangerous terrain.

FLY THE FRIENDLY DINO

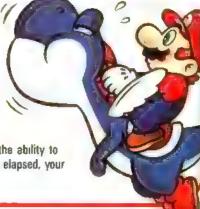
Unless he is Blue, Winged or is carrying a Blue Koopa Shell, Yoshi is not much of a flyer. but he can jump 82 Blocks when you give him a good running start, tying the length Mario's best solo jump.



SHELL POWER



The Shells of Blue Koopas give Yoshi the ability to fly for 18 seconds. After the time has elapsed, your hapless bud will drop like a rock.



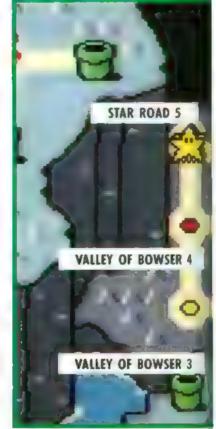


KING KOOPA BATTENS DOWN THE HATCHES

The King of everything Koopa inhabits an underwater valley, nestled between the islands of Dinosaur Land. Once you retrieve the Crystal of the Sunken Ghost Ship, a huge Koopa head will rise from the water and invite you into the Valley. Many of the courses in this final leg are very challenging, but

you don't have to complete them all to reach Koopa's Castle. If you brave the dangers of the Valley Fortress, you can skip most of the Valley of Bowser courses and enter the Castle through the Back Door. This rear entrance skips the Castle obstacles and leads straight to the King's Hallway. You can also skip Valley courses by travelling on the Star Road.







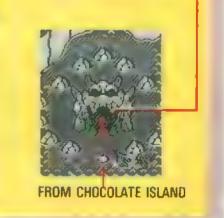
BOWSER



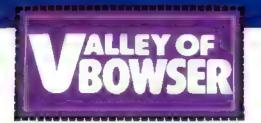
COURSE DATA

COURSE	TYPE	DIFFICULTY	TIME	MIDWAY GATE	STANDARD EXIT LEADS T
SUNKEN GHOST SHIP	UNDERWATER	***	400	NO	VALLEY OF BOWSER 1
VALLEY OF BOWSER 1	UNDERGROUND	**	400	YES	VALLEY OF BOWSER 2
VALLEY OF BOWSER 2	UNDERGROUND	***	400	YES	VALLEY GHOST HOUSE
VALLEY GHOST HOUSE	GHOST HOUSE	***	300	NO	VALLEY OF BOWSER 3
VALLEY OF BOWSER 3	OBSTACLE COURSE	***	300	YES	VALLEY OF BOWSER 4
VALLEY OF BOWSER 4	UNDERGROUND	****	300	YES	#7 LARRY'S CASTLE
VALLEY FORTRESS	FORTRESS	****	300	NO	BACK DOOR
#7 LARRY'S CASTLE	CASTLE	***	300	YES	FRONT DOOR
BACK DOOR	CASTLE	**	400	YES	END OF GAME
FRONT DOOR	CASTLE	***	400	NO	END OF GAME

SECRET EXIT LEADS TO	SAVE	1 UPS	POWER-UPS	PAGES
	YES	**	A St.	p.136~137
	NO			p 138~ 139
VALLEY FORTRESS	NO			p.138~139
97 LARRY'S CASTLE	YES		. Sis	p.140~141
	NO		09	p.140~141
STAR ROAD(5) & FRONT DOOR	NO	_		p.142~143
	YES			p.142~143
	YES			p.144~145
	NO		·	p.144
	NO		+	p.146~147



LARRY





The sunken ship on the edge of the Valley of

Bowser is the one haunted course that Yoshi will

enter. Don't let that fool you, though. It's just as

challenging to complete as any of the Ghost

Houses. Once you find a magic Crystal deep in the

ship's hull, a huge likeness of Bowser's head will

emerge from the deep, allowing you entrance into

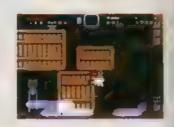




♣ TO (A)

SWIM AND STOMP

Swim up against the bottom of the overhanging crate in this area as Super Mario and your feet will hat the oncoming Bullet Bills. They'll go down quickly for an increasing number of points and, eventually, 1-Ups.



THE BIG DROP

♣ (B)

Catch a Starman as you drop through this long vertical chamber and you'll easily defeat flying maduton.







SWIM STEADY

the Valley of Bowser.

. (A)

You can swim steadily through the Boos by holding Down and Right on the Control Pad and pressing the B Button repeatedly.



BOTTOM OUT

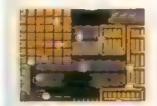
Ride Yoshi along the floor of this chamber as Small Mario and you will avoid the cloud of Boo Buddies above.





TREAD WATER

Boos swim in circles near the end of this area. As you wart in the center of the circles for an opening, try to swim in one place as much as possible. You can accomplish this by holding Down on the Control Pad and by pressing the B Button once for every click of the Timer



CATCH A STAR

Land on the platform and hit the Block while you're still invincible and another Starman will appear. Collect it, then continue to knock out approaching enemies as you drop to the bottom of the chamber.

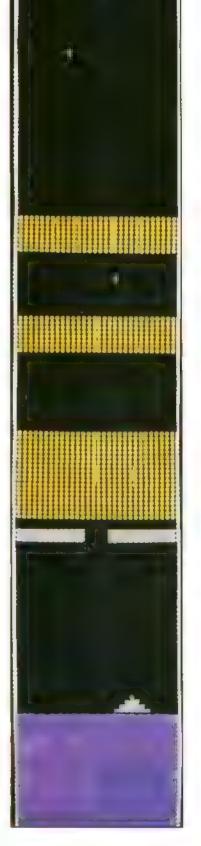


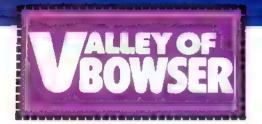


VEER RIGHT

As soon as you fall through the hole in the Blocks, move to the right and aim for the Platform below, If you land on the Platform. you'll avoid Mines that drop into the water and you'll be in the perfect position to collect the course-clearing Crystal





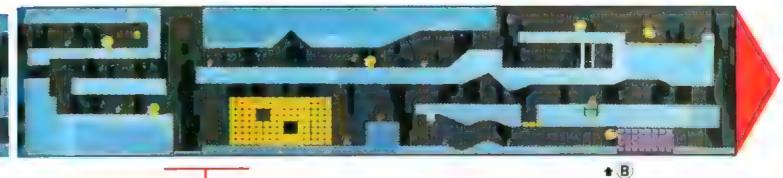


The Chargin' Chucks here plow through Block walls. Try to jump out of the way. Also avoid the 1-Up chamber. It's hard to reach and it sets you back.







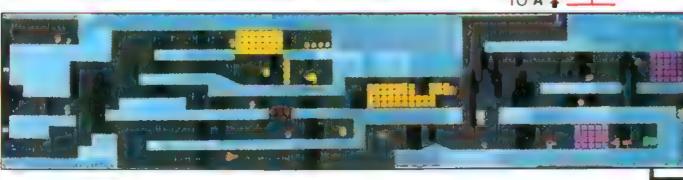




PICK UP PADS

The blue-tinted Blocks in this cavern can be used as an effective defense against the Chargin' Chucks. Pick up a Block and carry it with you as you run through the maze. Then, if a Chargin' Chuck ambushes you, run into him Block first and he'll be flattened.

TO A



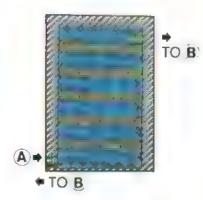


GOAL

SHOOT FOR THE MOON

Jump to the high road here and run to the right, along the path at the top of the cavern. When you reach the end of the road near the upper-right corner of the cavern, you'll find a valuable 3-Up Moon.





SPIN JUMP AND STOMP

If you stomp the Koopas in this area and

let their Shells slide back and forth, you may get hit on the rebound. Smash these troublesome turtles with a Spin Jump instead and you'll be rid of them



Huge sections of rock move up

and down throughout this cavern,

sometimes making for very close quarters. Watch the rock and react

so that you don't get caught in a hero



★ TO B







RIDE THE WILD YOSHI

area and you'll fly to this course-clearing area.

Let Yoshi grab his Wings near the beginning of the second

LOOK FOR HOLES

with one quick move

As you make your way through the narrow passages, rock walls will move up and down throughout. Press and hold the Y Button to run with super speed and look for safe spots so that you won't be crushed by the walfs.



sandwich.

LEAP OUT OF THE PICTURE

The floor rises here. Run up and to the right until you're safe from being crushed. Then jump out of the screen and run to the left to collect the Key.

(B ⇒







SLIDE AND POP

Slide down the stairs to blast the Bubbles for 200 points a pop.



. D TO A . . (B) STAR1

DRAGON COIN RUN AROUND

You can collect the Dragon Coin here if you hit the P Switch and cross a Block Bridge. Then, leave the area and work your way back around to this same section so that you can carry the P Switch to the next room and use it for Key collection.





TO E

CONTROL BLOCK STEP UP

Punch the Control Block and manipulate its stream of Coins to form stairs to the Key. Then hit the P Switch, climb the Blocks and unlock the Castle.

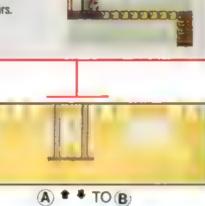




This relatively spook-free Ghost House is a piece of cake if you're heading for the exit to Valley of Bowser 3. If you're out to collect the Key to Larry's Castle, though, you'll have to demonstrate some ingenuity in order to take it from its high perch.

HIT THE SWITCH AND RUN

Hit the P Switch and run quickly to the right, If you don't stop to collect a falling Starman, you'll make it to the last door before the Blocks in front of it reappears.



There's not a lot of ground in Valley of Bowser 3; just Count-Lifts, Koopas and Banzai Bills. You'll make it to the Goal if you successfully jump from Lift to Lift as the Timers count down, and hit the enemies from above while you're in the air.



COUNT-LIFT COUNTDOWN

Count-Lifts have numbers on their side that count down as you ride on them. The longest lasting Count-Lift begins with the number four and the shortest lasting one



* TO C

begins with a one. If you ride them past zere, you'll go down with the Lift. Jump!

BOUNCE OFF BANZAI BILL

Banzai Bill blazes through here, Jump when you see him, bounce off his back and aim for the Count-Lift.



JUMP UP TO THE 1-UP

Bounce off the back of the last Banzai Bill and land on a high Count-Lift. Jump to the right when the Count-Lift

expires and collect the 1-Up.



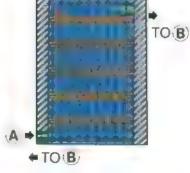


TO THE GOAL

+TO.C.

♣ TO.A.















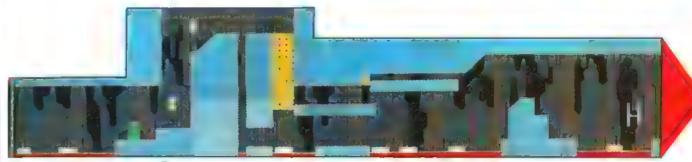
The only way that you'll be able to collect the Star Road 5 Key in Valley of Bowser 4 is by riding Yoshi to the end of this cavern and using his long tongue to grab the Key through solid rock. You'll discover your dino pal in a Block at the top of the cavern. Lead him through the dangers ahead, then go for the Key.

CAPE PROTECTION

Shovel-carrying Chargin' Chucks toss Marie-stopping rocks here. Enter the course with a Cape and you'll be able to bat them away with a couple of quick Soins.







* TO(A)

START 1 (B)



KICK OFF FROM KOOPA

The best way to get to the Platform on the right is by bouncing off the Koopa Paratroopa that flies above the



TIME OUT THE 1-UP

After you release the 1-Up from the Block, wart for about two seconds then work your way around to catch it.



YOSHI'S KEY FEAST

The Key to Star Road 5 is locked behind a rock wall and only Yoshi has the power to grab it. If you're having a hard time getting Yoshi to this area, make sure that you've crossed the Midway Gate, then leave the course and return with a Blue Yoshi so that you can soar over the dangers of the second half.











The Valley Fortress blocks the way to the Back Door with several sets of huge Spikes. The real challenge here is to pass the Spikes that drop down from the ceiling. At the same time, jump over pits of smaller Spikes and lava. And, as if that weren't enough, Reznor waits at the end.



MORE SPIKES, MORE SPEED

The Spikes drop with significantly more speed in this area. Let them drop, then as soon as they begin to rise, run and leap to the next safe spot. If you're pinned by the gigantic Spikes it'll be curtains for you even if you've been Powered-Up with a Super Mushroom, Fire Flower or Cape Feather.



LET THEM FALL

Some Spikes that line the ceiling here are loose Press the R Button to scroll the screen to the right and the Spikes will fall before you approach.



WATCH FOR SPIKES

Jump with super speed as soon as the first Spike begins to lift.



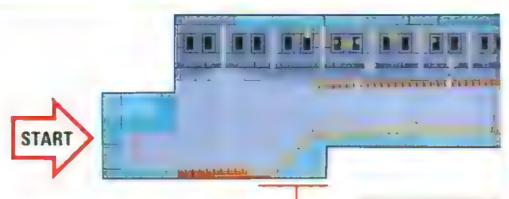
THE LAST REZNOR

The Reznor in this final Fortress is a duplicate of all of the other Reznors that you have encountered. Knack these fire-spitting creatures into the lava below, avoid the lava yourself, and





Magikoopas, Ball 'N Chains and a snake-like series of Blocks will keep you extremely busy in your battle to reach Larry, the last Koopaling. Cross the Midway Gate in the Castle and you'll only have to clear the treacherous first half of this course once. Try to make it to the second half with a Cape and you'll be able to break through the Block Walls that stand between you and Larry's Chamber.



JUMP TO SAFETY

Run with super speed along the moving series of Blocks and jump to the Platform above. Then wait for the Blocks to come around to you and hitch a ride.

BREAK THE BLOCKS

If you're not wearing a Cape, Magikoopas will break through the Block Walls for you Make sure that you duck when their spells get



WAIT HERE

Stop on the top Block in this section, then wait for the series of Blocks to snake back around to you and jump.



GET DOWN

Ride the Blocks to the ground level of the Castle. You'll break the Midway Gate and get a Super Mushroom.



SINK LARRY KOOPA

Like his brother Iggy, Larry hides out on an island in the middle of a lava poet. Larry's island is ecuipped with a set of three Fireballs that pop out of the muck and protect him from trespassers. Avoid them by running to the left and right, then stomp Larry when the island tilts to his side and knock him over the edge.





This shortcut to the King of the Koopas leads to the same hallway that you'll find by winding through the obstacles of the Front Door course. When you enter through the Back Door though, you'll find there'll be a Midway Gate that would otherwise be missing.





SHOWTIME

A

Hit the spotlight for theatrical flair as you dash to the



Spin Jump the Mecha Koopas and you'll make sure that they don't re-

BOWSER'S



THE SHORTEST ROUTE TO KING KOOPA

The shortest route from Yoshi's House to Bowser consists of 12 courses. It includes only one of the Koopalings' Castles. Of course, once you knock some sense into Bowser, all of his evil Koopalings will surrender.















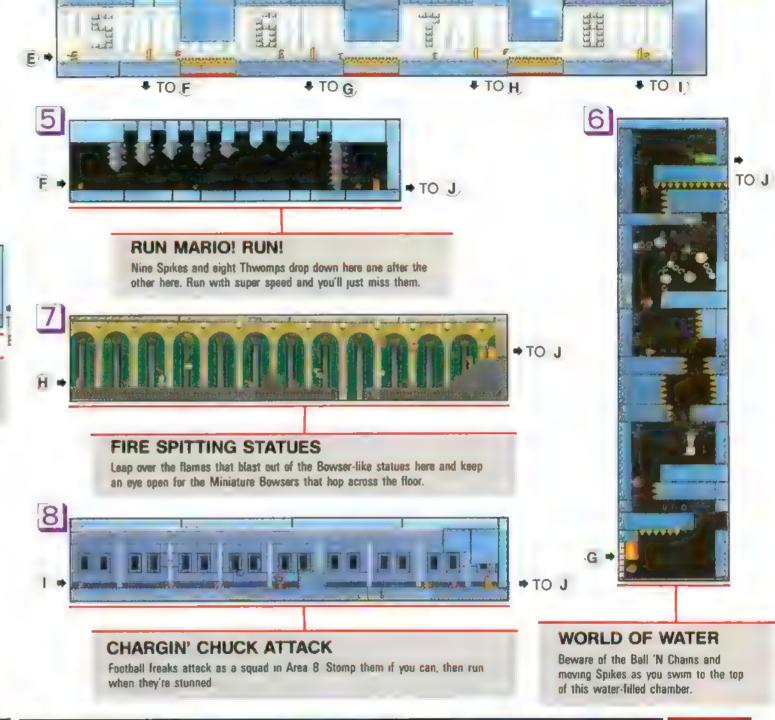


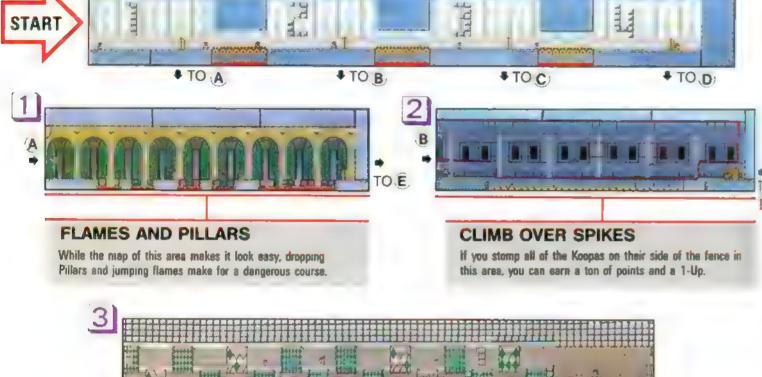




There are eight obstacle-filled areas in Bowser's Front Door course, though you only have to clear one of the first four areas and one of the second four areas in order to make it to your bout with the King. You'll probably find that Areas 2 and 5 are the quickest and easiest to clear. Some of the other areas include Power-Ups and 1-Ups so, they may also be worth checking out.







Bowser's wind-up Mecha Koopas heavily populate this four-floor maze over a pool of lava. If you stomp and

carry one Mecha Koopa, you can run into another one and blast 'em both at the same time.

4 □ → TO € J →

MOVING MASSES

Huge sections of rock float through this area. Jump from section to section and, when you encounter the Hotheads and Sparkies that circle the rocks, Spin Jump and bounce off of them.

MECHA KOOPA MAZE

HIT THE LIGHT

King Koopa's Hall is very dark. Pop the Block at the bottom of the first stairway and you'll switch on a spotlight that follows you as you clear the pit of lava. Stomp the Mecha-Koopas and Mini-Ninjas and make your way to the door.

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BOWSER'S

ROOM

The mysterious monster of Koopadom buzzes into the last chamber of his last Castle in the diabolical Koopa Clown Car. This clown is more menace than mirth. It houses the King's supply of killer Bowling Balls and mean Mecha Koopas. You can bounce off the sides of the Car but, steer clear of the propeller or you'll get hit.







THE FIRST ATTACK

When the King enters his chamber. he'll fly back and forth in a low arc. stopping occasionally to toss out a pair of Mecha Koopas. The only way to fight back is to stun the Mecha Koopas with a stomp and toss them up to the King while they're temporarily out of commission. After you hit him twice, the King will fly away to reload. There's no rest for the weary hero, though, As soon as the King leaves, a shower of Flames will drop into the chamber, Jump out of their way and get ready for the next



THE SECOND ATTACK

When the Clown Car returns, Princess Toadstool will pop out and give you a Super Mushroom. Take it and get ready for Bowser's Bowling Balls. He'll toss out two of these big rollers, then a pair of Mecha Koopas. Use the Koopas to hit him back







THE THIRD ATTACK

Bowser goes for an up-close and personal approach this time by bouncing across the chamber floor in his Clown Car. He still hasn't learned his lesson with the Mecha Koopas, though. Stomp 'em and toss 'em!





DINOSAUR LAND IS SAVED!

Once you send the evil King spinning out of control, you can celebrate a happy ending with the princess. Yoshi and Yoshi's cou-

sins at Yoshi's House. Good world





STAR SWORLD



You'll find the first Star Road in the Donut Plains.

Let Yoshi's cousins gobble up five enemies and grow.

WARP TO STAR WORLD AND SEARCH FOR SECRET EXITS

Star World connects five sections of Dinosaur Land. If you discover all of the Star Roads and manage to find the Keys in the Star World courses, you'll be able to shortcut from one end of

the land to another. As you make your way through each course, you'll discover a youthful cousin of Yoshi. Carry them like you carry an item, then feed them five enemies and they'll grow to normal size.

Search the courses for Keys to connect the Star Roads.



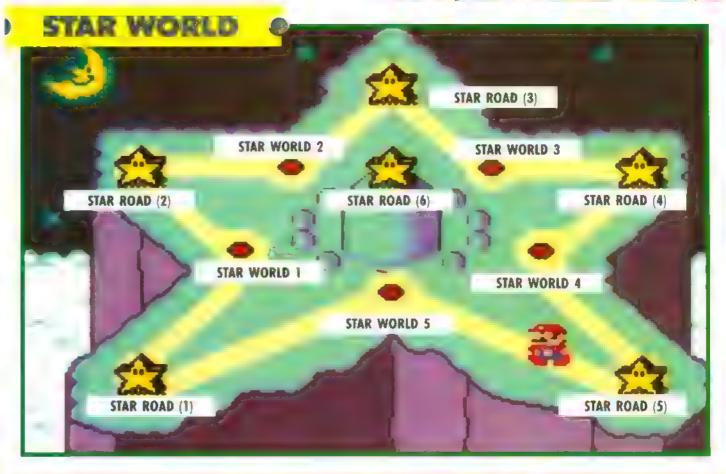


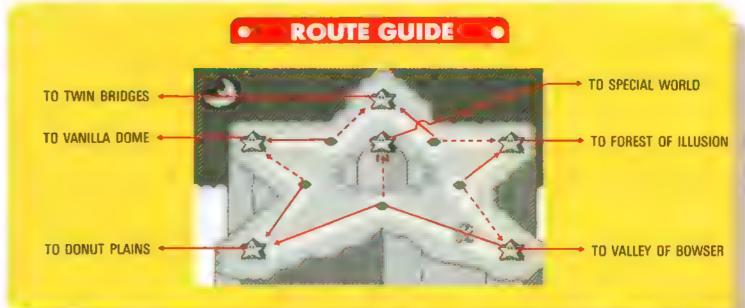
AN ON DEPT.

Yoshi's Red, Yellow and Blue cousins each demonstrate special powers.

COURSE DATA

COURSE	TYPE	DIFFICULTY	TIME	MIDWAY GAT
STAR WORLD 1	UNDERGROUND	**	300	NO
STAR WORLD 2	UNDERWATER	***	300	NO
STAR WORLD 3	FIELD	**	200	NO
STAR WORLD 4	OBSTACLE COURSE	***	300	NO
STAR WORLD 5	OBSTACLE COURSE	***	300	NO





ATO	ARD EXIT LEADS TO	SECRET EXIT LEADS TO	SAVE	1-UPS	POWER-UPS	PAGES
	1 ROAD (1)	STAR ROAD (2)	NO	1-010		p.152
1	1 ROAD (2)	STAR ROAD (3)	NO	*	(BLUE)	p. 153
	ROAD (3)	STAR ROAD (4)	NO	*	(YELLOW)	p.153
1	t ROAD (4)	STAR ROAD (5)	NO		(RED)	p.154~155
	(ROAD (1)	STAR ROAD (6)	NO			p.154~155



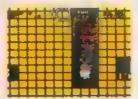


Huge sections of this vertical course are filled with solid Blocks. The only way that you'll be able to break through the Blocks is by Spin Jumping as Super, Fiery or Caped Mario. Grab the Super Mushroom at the top of the chamber and start spinning. If you have Yoshi along with you, Spin Jump off his back and land on it again to send both you and your dinosaur buddy through the Blocks. Stay on the right through the second set of Blocks and you'll find the Key.

STAY INVINCIBLE

Grab both of the Starmen that are stowed away in this mid-course series of Blocks and you'll be able to blaze through the rest of the course invincibly.





YOSHI GROWS UP

You'll find Yoshi's young red cousin in the zig-zagging passage near the bottom of the chamber. Pick him up

and let him eat five enemies so that he grows to the size of his green relation. Then hop on and ride Red Yoshi to the end of the course.



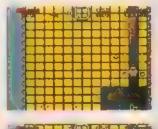
BIG MARIO BREAKS BLOCKS

If you're Small Mario, the solid Block walls of the course will stop you cold. Collect the Super Mushroom at the beginning, then Spin Jump through the walls.

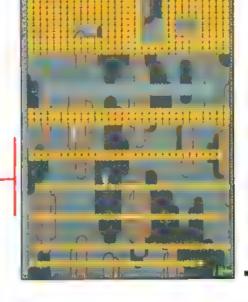


TAKE THE KEY

Since most standard Exits in Star World courses don't break new ground, it's important to search for hidden Keys. The Key in Star World 1 is on the far right side of the second big Block formation. Take it and take off!



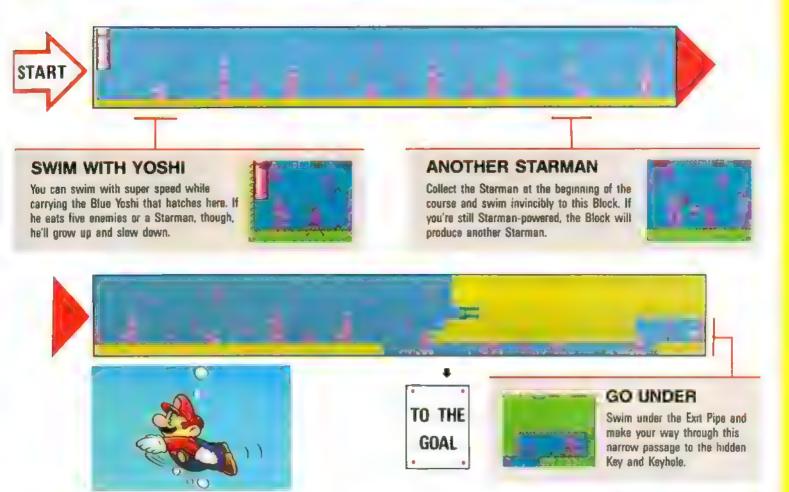




TO THE GOAL



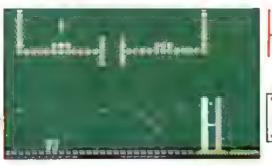
The swift-swimming Rip Van Fish will have a hard time catching up with you if you carry Yoshi's blue cousin through the murk of Star World 2. Avoid feeding the baby dino or he'll grow to his larger, slower-swimming form.





While the Exit Gate is in plain sight, just to the right of the starting point of this small course, the only way that you'll be able to advance is by flying to the Key and Keyhole.







FLY AIR LAKITU

Hit the Gray P Switch as soon as you enter this one-room world and the hovering Lakitu will drop only Gray Coins for several seconds instead of his traditional Spinies. With that danger out of the way, toss a Block straight up at the Lakitu and knock him out of his cloud while he's floating close to the stairs, then hop into the cloud and float to the Key.



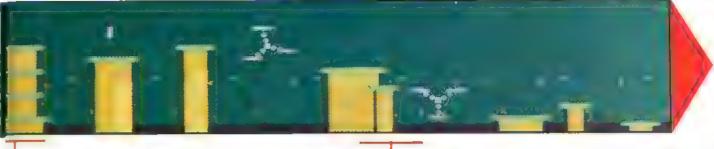






Koopas of all kinds populate this high-in-the-sky course. Grab Yoshi's red cousin at the very beginning of the course and have him eat five Koopas in a hurry. Then, when he's full grown, feed him Blue Koopas for flight and take to the air. Also, make sure that you've hit the Green and Red Switches in their respective Palaces, and getting to the hidden Key will be a cinch.





GRAB RED YOSHI

Red Yoshi hatches as soon as you enter the course. Grab him and let him quickly eat five Koopas Then get movina!



EAT BLUE KOOPA

Yoshi should be full grown by the time you get to this spot Let him take in one of the two Blue Koopas in the area and you'll be able to fly out of enemy reach.



You'll have to hit the vellow Block in this area from the side in order to release the Key Grab a shell from above and toss it into the Block or use your Cape. If you've hit the Green and Red Switches, you'll be able to grab a Cape Feather by standing on a Red Block and hitting a Green Block.

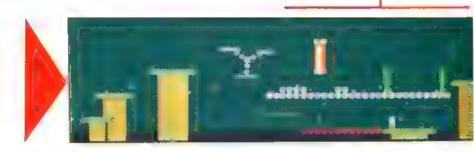




FLY HIGH WITH YOSHI

If you haven't hit the Green and Red Switches, you're only chance to get the Key is to have Yoshi eat a Blue Koopa here and fly straight to the Key before he has a chance to swallow. Then hop off Yoshi and release the Key with your Cape.







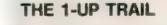




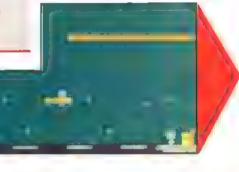
The most challenging Star World course is long on air and short on ground. Switch Palace Blocks are key here.







You can collect a 1-Up here if you're flying with Blue Yeshi or if your Control Block path dips.





CLEAR THE GOAL

There's no need to cross most Star World Goals. If you cross the Goal in Star World 5, though, you'll open up a path between Star World 1 and Star World 5.

CONTROL BLOCK PATH

Punch the Control Block here and have the stream of Coins flow to the right immediately. Then wait for the Control Block music to end, hit a P Switch to turn the Coms into Blocks and run along the new path until you get to the Vine.







Y ASK WHY?

Your coolest new additions in this adventure, the Cape and Yoshi, allow you to perform special tricks. While you're flying with the Cape and holding the Y Button, you can fly very quickly and for long distances. If you have Yoshi along, you can Spin Jump onto his back and break Blocks.



In Forest of Illusion 1, it'll pay to fly while holding the Y Button so that you can stomp many Wigglers and earn points.

Spin Jump and land on Yoshi's back to blast through Blocks from above with your dinosaur pal



A DIZZYING MANEUVER

While it's impossible to start a Spin Jump while you're holding an item, you can grab something while you're spinning through a series of Blocks and holding the Y Button.

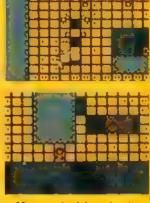




In Star World 1, grab the baby Yoshi while you're Spinning and he'll eat enemies to the left and

SPIN AND SLIDE

You can really move when you're spinning through a pile of Blocks with the Cape. Slide to the left and right while you're in mid-spin and you'll tornado through the Blocks so quickly that your character may temporarily disappear off the edge of the screen.



Move to the left and right while Mario spins.

SUPER MARIOLOGY

RIO'S WORLD RECORDS



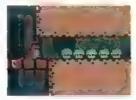
SMALLEST ENEMY

The most minuscule meanies that you'll come across in any Super Mario advanture are Super Mario Bros. 3's Micro Goombas, Baby Bloopers and Baby Cheeps, measuring only eight pixels by eight pixels. That's small! Don't let the little packages fool you, though. These creatures pack as powerful a punch as creeps that are ten times their size. Try to collect a Starman when

you're about to encounter groups of these enemies and run through them invincibly.

MOST 1-UPS

While there are plenty of courses in Super Mario World where you can earn dozens of 1-Ups, 1-Up Mushrooms are relatively rare. You will, however, find 12 of these extra-life-giving items in Chocolate Island 4, most of which are in a long vertical chamber. Enter the course wearing a Cape and you'll be able to fly through the chamber, collecting all of the 1-Ups.



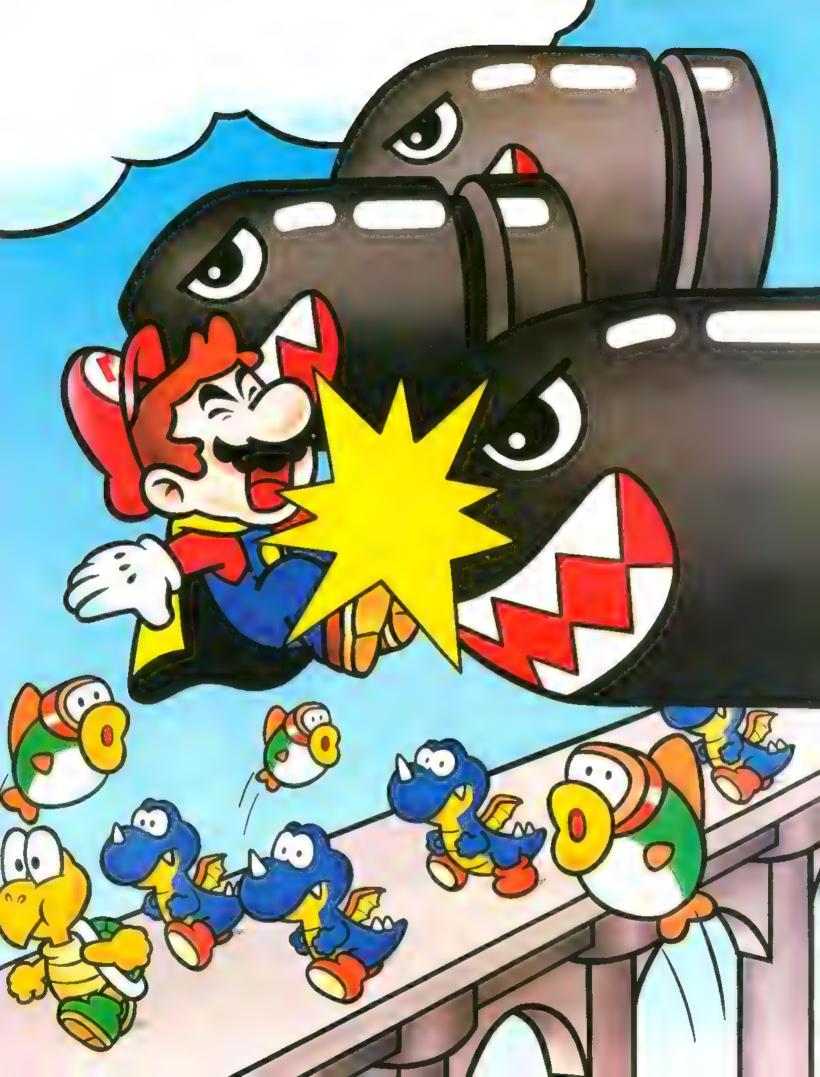
You'll also be able to find all of the Dragon Coins and earn an additional 1-Up.

MOST COINS

While most multiple Coin Blocks in Super Mario Bros. and Super Mario Bros. 3 produce a maximum of 10 Coins, there are Blocks in Super Mario World that can be punched repeatadly for upwards of 20 Coins. The record goes to a Coin Block in the Tubular course of the Special World. As Balloon Mario, you can work up close to the Block and earn as many as 32



Coins. Of course, if you spend your Balloon Mario time collecting Coins, you may not clear the course.



You'll find the same stage that you've seen in the opening demonstration somewhere in Special World.

FOR MARIO MANIACS ONLY

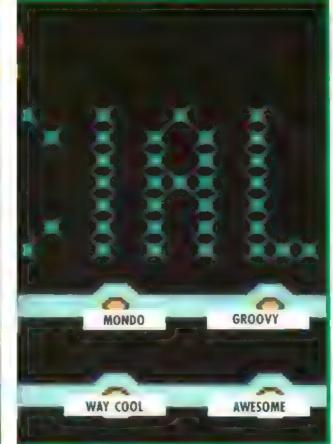
When you find the hidden Key in Star World 5, you'll be sent to the very difficult eight course area known as Special World. There's no need to enter Special World if your goal is simply to defeat King Koopa and restore peace to Dinosaur Land. This detour is



meant purely for Super Mario World players who are looking for a real challenge. If you complete all of the courses of Special World, you'll return to Yoshi's House and the land will undergo an incredible transformation.

SPECIAL WORLD

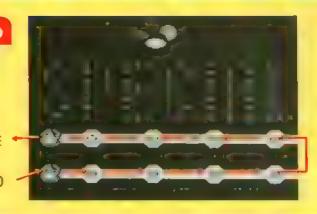




ROUTE GUIDE

TO YOSHI'S HOUSE

FROM STAR WORLD



WELCOME TO PLANET MARIO!

If you complete the Funky course, you'll gain entrance to Star Road 7 which leads to Yoshi's House in a very different Dinosaur

Autumn falls on Dinosaur Land beyond Star Road 6.



A PART OF THE PART	M	
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e are no Koopas ! Just Mario drones!	ACO.	

COURSE	TYPE	DIFFICULTY	TIME	MIDWAY GATE	STANDARD EXIT LEADS TO
GNARLY	OBSTACLE COURSE	***	300	NO	TUBULAR
TUBULAR	OBSTACLE COURSE	****	300	NO	WAY COOL
WAY COOL	OBSTACLE COURSE	***	300	NO	AWESOME
AWEŞOME	FIELD(ICE)	****	300	NO	GROOVY
GROOVY	FIELD	***	300	NO	MONDO
MONDO	FIELD/UNDERWATER	****	300	NO	OUTRAGEOUS
OUTRAGEOUS	FIELD	****	300	NO	FUNKY
FUNKY	FIELD	***	200	NO	STAR ROAD (7)

SECRET EXIT LEADS TO	SAVE	1 UPS	POWER UPS	PAGES
	NO	_		p.160~161
	YES			p 160 ~ 161
	NO			p.162~163
	YES	*		p 162 - 163
	NO	*	. 6	p.164~165
	YES			p.164~165
	NO		. —	p.166~167
	YES			p.166~167

9	O B
9	0F0
6	

COURSE DATA





The first section of this only slightly challenging entry course to Special World is distinguished by a huge barrier that extends almost to the top of the area. There are several ways to get over the barrier, some of which are more difficult than others.

EAT A SHELL AND FLY

Take Yoshi along with you into the course and have him eat the Blue



Koopa on the other side of the barrier Then, simply Hy up and over!



DROP FOR A 1-UP

Orop between the barrier and Music Blocks here and you'll trigger a 1-Up. If you're

Up. If you're floating with the Cape or Yoshi, you'll collect it.



A PLATFORM POPS OUT

A Block appears just below this Pipe for a few seconds after a P Switch has been hit. The only way that you'll have time to take advantage of the Block and enter the Pipe is by hitting a P Switch at the top of the barrier and then dropping down quickly. You can scale the area on the other side with a P Switch if you know how to climb a Vine while carrying an item. Just toss the rtem straight up, hold the Y Button and go!



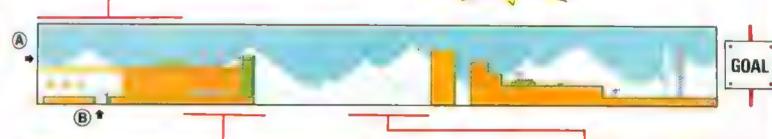
SHAKE UP THE 1-UPS

If you didn't go below the surface to collect the buried 1-Ups, you can shake them out of the ground with a thud. Fly up with the Cape, then drop straight down and hit the ground. The 1-Ups will rise.





SUPER-MARIO WORLD



THREE TIMES THREE

If you've figured out how to go through the mid-air pipe in the first area, you'll come up through the underground here. Run to the left to collect three Dragon Coins. Then run to the right and uncover three hidden 1-Ups!



HIT THE SWITCH AND RUN

Hit the Gray P Switch and one of the regular P Switches on the left side of this gap to create a Block Bridge. Then carry the other P Switch with you and hit it if time runs out on the first P Switch and you haven't yet crossed the gap.





This mostly wide open course is one of the most difficult areas that you'll face in Super Mario World. Success depends on your ability to maneuver as Balloon Mario and to avoid the troublesome Chargin' Chucks.





INFLATABLE MARIO



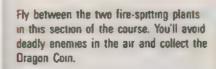
Pop this Block to release a P Balloon. Then fly away as Balloon Mario and search for more P Balloons before your air supply runs out.

THE WILD BLUE YOSHI



Ride Blue Yoshi to this area, then pop the Block that releases the P Balloon and wait for a few seconds for a Koopa to drop. Have Yoshi gobble it up and fly away!

STAY CENTERED





AVOID THE BALL

As soon as the Chargin' Chuck here kicks his football, work your way to the right of the ball, then knock him off his perch.



160 NINTENDO PLAYER'S GUIDE





The Way Cool course is another section of Special World that is very airy. You'll motor through this course by riding platforms that travel on rails. If you hit the correct Switches, you'll continue on a steady course to safety. If you don't, you may needlessly backtrack or end up in dangerous air space.

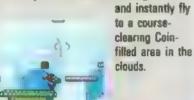




TO(A)

FLY AWAY

If you've managed to bring Yoshi along this far, you can collect his Wings here and instantly fly to a course-



As you ride the platform, ignore the first Switch and hit the top one in the next pair. Then hit the second one down in the next group to reach the sky pipe.

MISS TWO, HIT TWO

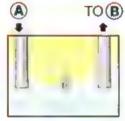












AWESOME

The super-slippery, incredibly difficult Awesome course is debatably the most challenging area in the entire game. You'll have to be fleetfooted and careful as you make your way over this icy land. There are Shell-kicking Koopas at the beginning who could cause your early demise and, near the end. Banzai Bills aim to knock you down short of the Goal.





KOOPAS KICK SHELLS

Koopes are never more difficult to get around than when they decide to take off their shells and kick



GET A BOOST

The last Koopa Paratroopa plays a very important part in your attempt on the Goal. You'll have to sump onto its shell, then bounce off in order to reach the land on the other side. Wart for the power of the Sterman to fade, then jump and jump

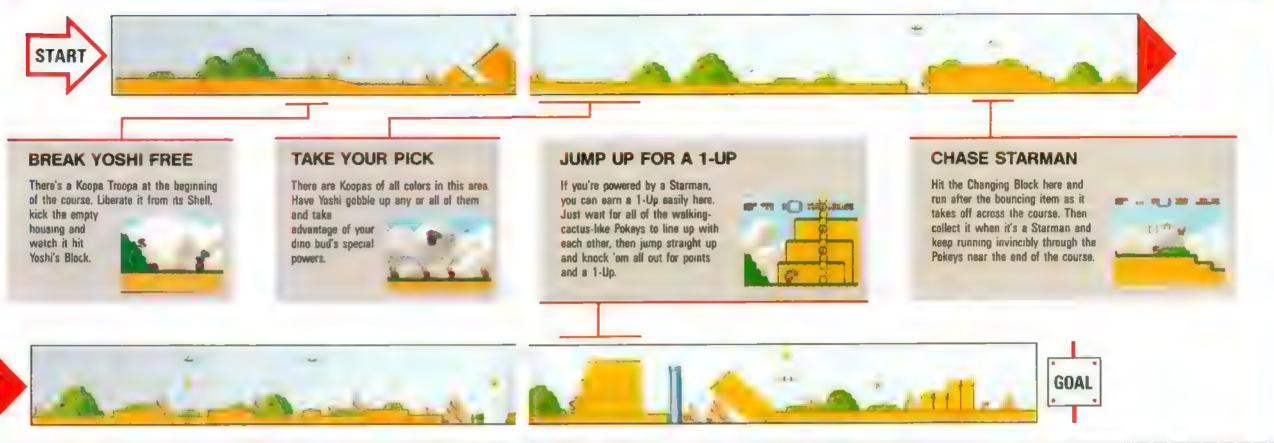
again Don't be frustrated if you miss. It'll take a lot of practice before you make it.





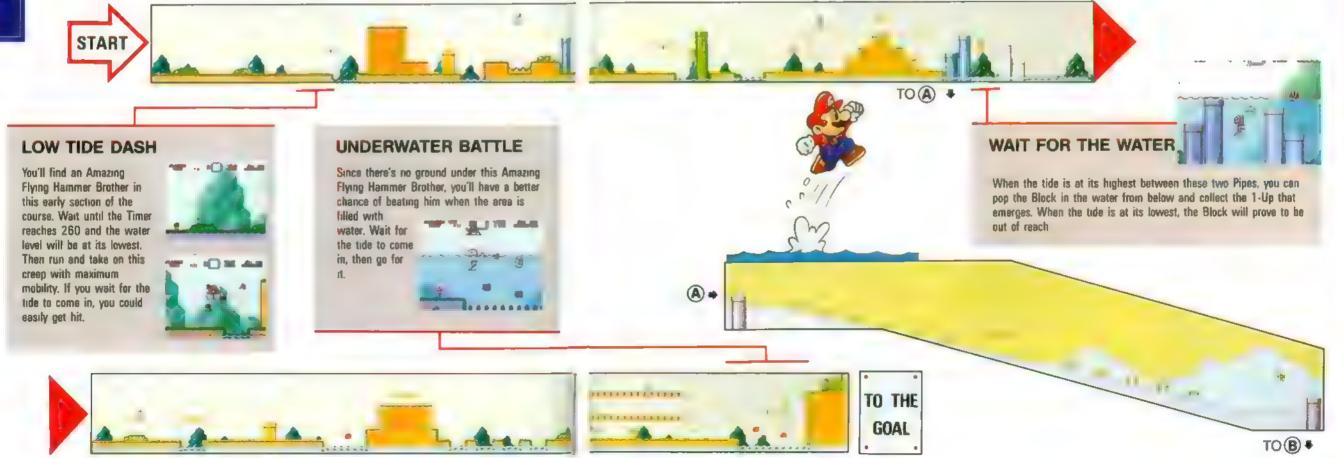


If you've seen the demonstration that runs before you start playing the game, you've seen the opening of the Groovy course. There's a little bit of everything in this area and none of it will be too difficult for a player that has survived the Tubular and Awesome courses. Just take every obstacle as it comes and keep moving!





As the tide comes in and goes out the Mondo course, the water level changes, making it a sometimes land course and a sometimes water course. In most cases, you'll probably want to wait out the tide on high ground and travel when the water level is low. There is one area at the end, though, where you'll benefit from the upward mobility that you achieve in high water. Keep fighting and don't get soaked!



+ (B)



You're in for another big challenge when you enter the Outrageous course on account of the large number of Bullet Bills and Wigglers that soar and crawl through the area. If you've got a Cape, you can fly over many of the dangers of the forest floor. But, watch for holes.





FLY OVER THE FOREST

There are Wigglers and small leaping Flames at the beginning of the course. Fly over them with a Cape.



HOLD THEIR FIRE

As has always been the case, if you stand very close to the Cannons, they will refrain from releasing Bullet Bills.

SUPER-MARIO WORLD









The Funky course is probably the longest one that you'll come across with the shortest amount of time available to clear it. You'll really have to tear up the tarmac in order to make it to the Goal. If you have Yoshi with you, though, you should take time to let him eat Green Berries. For every one of these funny fruits that he digests, you'll earn an additional 20 seconds. Once you do make it to the end, you'll go to the mysterious seventh Star Road.





SLAM THE SUMO

TAKE IT WITH YOU

Pick up the Jumping Board in this area and

carry it 'til you reach the tall Cannon,

Spin Jump the two breakable Blocks here and hit the Sumo Bro. from below. Then release the Starman in the Blocks and run after it for invincibility.

















TACKLE CHUCK

DROP YOUR DINO

ground.

A very stubborn Chargin' Chuck blocks your way here. After you hit him, he'll stay in the same place and Super Koopas will fly out to back him up. Stomp him two more times and keep going.

Toss a shell straight up to make Yoshi pop out of the Block

in the sky. Then hit the P Switch and he'll plummet to the



TIME TO EAT

Take time to let Yoshi chomp up the Green Berries in this area and you'll benefit from an additional 20 seconds to go.













SUPER MARIO SEGUE WAY

If you stay on the Special World map for a few minutes the music will change to a cool steel drum version of the original Super Mario Bros. theme.



A NEW CAST

Once VOU changed the characters in the land by traveling on Star Road 6, there's no turning back. Even the pictures in the have credits will changed to reflect





TOTEM POKEY

One of the only times that you'll come across the Super Mario Bros. 3 favorite Pokeys in Super Mario World is when you reach the Groovy course. Let Yoshi eat them up.





You'll encounter four Pokeys in one section of the Groovy course. Bring Yoshi along and have him swallow all of the sections of all of the Pokeys except for their heads. After a while, the heads will stack up on top of each other and form a four-headed totem pole Pokey. Talk about keen!





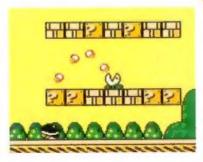
SUPER MARIOLOGY

ARIO'S WORLD RECORDS

While some enemies and items are plentiful, others rarely show up.

RAREST ENEMIES

The rarest enemy that you'll come across in any Super Mario game is the Walking Ptopie. This odd plant only appears once in World 7-8 of Super Mario Bros. 3. The second rarest enemy is the Yellow Koopa Troopa, You'll find three of them in Super Mario World.



MOST VALUABLE ITEMS

The most elusive item in the Super Mario series is a single article of a type that usually comes in pairs. Kuribo's Shoe is only available in World 5-8 of Super Mario Bros. 3. Maybe Kuribo still has the other one. Yoshi's Wings appear three times in Super Mario World.

